

SQUARE ENIX.



ALL ITEMS, ACCESSORIES, CRYSTALS & GOOD ENDING GUIDE



公式ショップリートガイド
BY LUDO_STUR

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Introduction

Have you ever wanted to know how to get all the items, accessories, and crystals in the hit video game Fullmetal Alchemist 3: Kami o Tsugu Shōjo for the PlayStation 2?

Have you ever wondered how to get the Good Ending to happen?

Have you ever entertained the notion of just how bad a guide of a Japanese game could be, if the guy making it knew no Japanese and never made a guide before in his life?

Well then, rejoice fair reader!

Thanks to the marvels of cutting edge (free) image translating software, and the (then) cutting edge trove of information that is the official Japanese guide, I bring you the best (and only) complete item, accessory, and crystal guide for this wonderful game available in English.

This guide will tell you:

- the name, effect and location of every item and accessory
- how to get all bonus scenes and unlock the alternate good ending
- how to find all bonus art crystals in new game plus
- plus, some tips on collecting items/accessories and a quick overview of how to get 100% completion.

On the other hand, this guide will NOT tell you:

-what the story is about, for that, visit <https://www.youtube.com/user/PinoyRecca> and their wonderful fully translated story playthrough

-combat tips, strategies for bosses and tag battle mode, for that visit <https://www.youtube.com/user/RoxasFIN>

<https://www.youtube.com/channel/UCjuPv5B8DtaDiAggH2tSE-w/featured>

https://www.youtube.com/channel/UCYuEjbMRCICUp8n_6X9m5RQ/featured

All these people are heroes, and this is also my way of saying thanks.



All Items and Accessories Guide

In this part of the guide, we will be going over how to get every single item and accessory available in Fullmetal Alchemist 3: Kami o Tsugu Shōjo (the Girl that Succeeds God) for the PlayStation 2. The game is great, but it sadly never got localised. In addition, it is the biggest game in the trilogy, with a whopping 62 Items and 149 Accessories available to unlock. Many of them also act as a means of unlocking more bonus content like artworks, bonus playable characters, additional scenes, abilities or just plainly OP accessories that let you breeze through the game.

Because of the untranslated nature of the game, the only way to make a usable guide is to use images of item/accessory icons and Japanese names, which is why this isn't a purely text-based guide. The names are NOT 1:1 translations in every single case, as I don't know any Japanese and have extensively used online image translation. I have also tried to maintain the naming conventions established in the localisations of the previous two games, so returning items/accessories maintain their previous names. In some cases, if an item/accessory had the exact same effect as their counterpart in previous games, but did not use the same name or icon, I chose to name it with the previously established name to help returning western fans. Some names were taken from translated playthroughs on YouTube (you guys are the real heroes!!!). The item/accessory descriptions were made to purely describe the effects, and do NOT reflect everything written in the original Japanese texts (apart from the actual stats). Although I have added some useful info from the official guide (like what items/accessories will get you new ones from Sophie).

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I used the previous games' abbreviations for the four basic stats.



ATK- damage with handheld weapons

VIT- your total HP

DEF- reduction of damage taken, resistance to stun

ALC-damage of

transmuted objects

If you are a new player, Welcome! Before you go on to check the lists, I would like to give you some crucial tips on getting as many items/accessories as possible during your playthrough, without having to go out of your way too much. If you already are an experienced player/ if you just want to see the lists, go ahead, and skip this part. Although please note that, apart from boss rewards, there are **two MISSABLE** accessories. Talk to the half-frozen soldiers before the boss of Chapter 2 and don't get caught more than 10 times during the short stealth section at the beginning of Chapter 6. The Cats are at the very end of the Accessory list, by the way.

General Tips for Collecting Items/ Accessories

In this game, items/accessories you can pick up come in three basic flavours:

- Treasure Chests (red with golden edges)
- Shiny Objects (objects slightly in the air that glow like gold)
- Chest hidden behind destructible objects (crates, oil barrels, cracked walls, etc.)

Treasure Chests make up the majority, and they are always visible on your map (left on the d-pad) as little blue chest icons, so make sure to look at your map every time you enter a new area.

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Shiny objects and hidden chests, unfortunately, do not appear on your map. But finding them doesn't have to be hard. For the hidden chests, I have scanned the images of the types of destructible objects from the official guide. They start appearing from Chapter 2 onwards, and you can break them with explosives (bombs, dynamite), heavy weapons (axe, pickaxe) or simply with Ed's hammer (unlocks at the beginning of Chapter 6(hold L2 and press X)). Alphonse's mines (unlock in Chapter 7(hold L2 and press triangle)) can also be used, but you must hit them (press square+X at the same time to do a leg sweep) to make them explode. Then just replay a level and smash away.



Apart from these, there is a big wall of black rubble exclusive to Chapter 3, and a cracked wall texture exclusive to Chapter 9.



Most of them are not hard to spot, so don't be afraid to do some damage.

Some shiny objects appear on your first playthrough of a level, but if you replay a level, there will be a new shiny object in the now empty boss arena. This works for every boss arena (and the last area of Chapter 1), so if you have the time, replaying a completed stage will get you a unique reward. (By the way, you don't have to do the puzzles or hit switches again when you replay a level)

Another way of getting new stuff is talking to friendly NPCs, so if you ever see one, interact with them (square or O) and there's a good chance you'll get a reward.

Boss fights happen in every chapter apart from 1 and getting an S/A ranking will get you the boss' unique accessory (only way to get them, you need at least 7 points). Bosses can't be replayed once beaten (other than reloading a save), but if you didn't get a high enough ranking, you can always try again in New Game Plus.

The Game's bonus mode, Tag Battle, features 5 courses and each has a unique reward for getting an S/A ranking (apart from 5, that one always gives you the same reward regardless of rank). Don't trouble yourself with this mode too much,

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as the last three stages only unlock in NG+ and so do the bonus characters you can use there.

Cats make a return from the second game. They are Alphonse-only accessories, that only Alphonse can pick up in the levels. Sadly, they aren't as good as they were stats wise, but luckily, they make great gifts for Sophie. There is a cat in every Chapter of the game, so 9 in total.

Finally, we have Sophie. The white-haired OC and best girl of this game. After beating Chapter 2, you can interact with her in the Church and give her items/accessories. You will almost always get a little stat boost in return, and she will even give you new items you can't get anywhere else. But she will not always give back stuff you give her, so take that into account.

Apart from this, enjoy your first run. If you're having trouble with the combat/bosses, head on over to the YouTube channels from the introduction of this guide, they have some good vids. And if you feel like NG+, this guide's got you covered.

List of Items



回復薬 (小)

1.Elixir(S)	Restores 50HP	Early game chests/enemy drop/Transmuting used up machines (Vacuums, etc.)
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回復薬 (中)

2.Elixir(M)	Restores 150HP	Mid to late game chests/enemy drop
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回復薬 (大)

3.Elixir(L)	Restores 400HP	Mostly late game chests/late game enemy drop
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全回復薬

4.Full Recovery Elixir	Restores all HP	(Mostly) exclusive to chests in Chapter 9
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体力の秘薬 (小)

5.Health Tonic(S)	Permanently increases VIT by 1	Chests/8th area of Chapter 1(chest above stairs leading down)/Rank B reward for Chapter 2 Boss/ Drops from the black Tanks in Chapters 7,8
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体力の秘薬 (中)

6.Health Tonic(M)	Permanently increases VIT by 2	Chests/Rank C reward for Chapter 2 Boss/chest hidden in large destructible crate in the top right corner of Warehouse Area B(2nd big area where you have to destroy multiple large doors to proceed) in Chapter 7
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体力の秘薬 (大)

7.Health Tonic(L)	Permanently increases VIT by 3	Chests/Rank D reward for Chapter 2 Boss/One of the chests in the 3rd puzzle room in Chapter 8(the last time you do the bridge puzzles before the boss)
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力の秘薬 (小)

8.Attack Tonic(S)	Permanently increases ATK by 1	Chests/Rank B reward for Chapter 3 Boss/One of the two chests hidden behind a fire in the 6th area of Chapter 1/ Drops from the green Tanks in Chapters 7,8
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力の秘薬 (中)

9.Attack Tonic(M)	Permanently increases ATK by 2	Chests/Rank C reward for Chapter 3 Boss/One of the chests in the top right part of floor 4 B in Chapter 6(last floor before the commander's office at the top floor)
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力の秘薬 (大)

10.Attack Tonic(L)	Permanently increases ATK by 3	Chests/Rank D reward for Chapter 3 Boss/ One of the chests in the 3rd puzzle room in Chapter 8(the last time you do the bridge puzzles before the boss)
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守りの秘薬 (小)

11.Defense Tonic(S)	Permanently increases DEF by 1	Chests/Talk to the NPC left of the save point in the second to last area in Chapter 1(Last area before you save Winry)/Rank B reward for the 1st boss of Chapter 4/ Drops from the black Tanks in Chapters 7,8
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守りの秘薬 (中)

12.Defense Tonic(M)	Permanently increases DEF by 2	Chests/Rank C reward for the 1st boss of Chapter 4/When you enter floor 4B in Chapter 6(last floor before the commander's office), go forward and you'll find it in a chest in the small storage area to the right
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守りの秘薬 (大)

13.Defense Tonic(L)	Permanently increases DEF by 3	Chests/Rank D reward for 1st boss of Chapter 4/One of the chests in the 2nd puzzle room in Chapter 8(the 2nd time you do the bridge puzzle)
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錬金の秘薬 (小)

14.Alchemy Tonic(S)	Permanently increases ALC by 1	Chests/The chest on top of a truck in the second to last area of Chapter 1(last area before you save Winry)/Rank B reward for 2nd boss of Chapter 4/ Drops from the black Tanks in Chapters 7,8
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錬金の秘薬 (中)

15.Alchemy Tonic(M)	Permanently increases ALC by 2	Chests/Rank C reward for 2nd Boss of Chapter 4/Chest in south part of the 7th area (not counting secret rooms) of Chapter 8- After killing the first two machine gunners, go through the gate, climb the ladder to the right, go through the minefield and jump up to the chest
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錬金の秘薬 (大)

16.Alchemy Tonic(L)	Permanently increases ALC by 3	Chests/Rank D reward for the 2nd Boss of Chapter 4/The first chest you find in the second room with flammable objects (and guys with flamethrowers) in Chapter 8(there's a save point in the next room)
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真理の秘薬 (小)

17.Multi Tonic(S)	Permanently increases All Stats by 1	Chests/The Chest in the bottom right part of the third to last area of Chapter 7(second to last area before the Boss)
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真理の秘薬 (中)

18.Multi Tonic(M)	Permanently increases All Stats by 2	Chests/The Chest in the top left part of the second puzzle room of Chapter 8(the second time you do the bridge puzzle)
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真理の秘薬 (大)

19.Multi Tonic(L)	Permanently increases All Stats by 3	Chests in Chapter 9/After beating the first boss of Chapter 9, go through the next two areas, in the third area (shaped like a T) go to the left,
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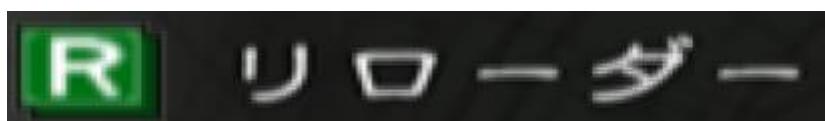
		past the floating bombs and break through the cracked wall, in the secret area talk to the friendly mage
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20.Ultimate Tonic	Permanently increases All Stats by 100, NG+ only	NG+ only , Spawns in a chest in the arena of the final boss of Chapter 9 (this is the only place you can get it, so give it to Sophie first, don't worry, she'll give it back (otherwise you will have to do another playthrough to get more))
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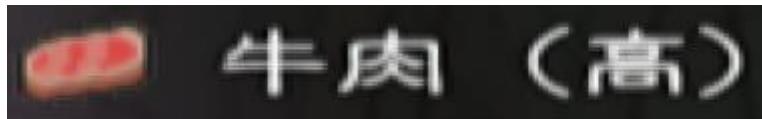
21.Bonus Point Tonic	Increases bonus points held by 1	Chests/In the 7th area (not counting secret rooms) of Chapter 5(the one that starts with a wall of flame to the left that you must trampoline over)- after you finish the first half, go through the gate, blow up the crates on top of the ladder in the top right corner, climb up and you'll find it in a chest on the narrow wall
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22.Reloader	Enables reloading of turrets	Chests/common enemy drop/some boss areas have it
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23.Beef(Cheap)	Restores 29HP (Ed only), Give to Sophie to unlock Bonus Scene 2	Chests/Transmute a Cow, then transmute it again after it dies (Chapter 2 onwards)
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24.Beef(Expensive)	Restores 290HP (Ed only)	Chests/The Guide tells me you can get it the same way as the cheap one, but you have to transmute the cow again while it's alive to make it angry (you unlock this skill for Ed at lvl.35), but the most sure-fire way is to talk to the cow(busy as ever) in one of the prison cells at the start of Chapter 6
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25.Beef(Rotten)	Lose 29HP (Ed only)	Chests/Again, there's a chance of getting it from a transmuted cow, but you can get it for sure in a chest on top of a ladder in the top left corner of area 9(not counting dead ends) of Chapter 9(the one with a big stream of red water flowing to the left, with floating bombs along the left wall)
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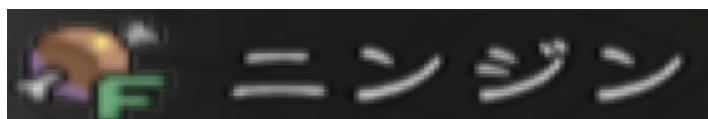
26.Milk	Permanently increases VIT by 1 and restores 5HP (Ed only), Give to Sophie to unlock Bonus Scene 2	Chests/There's a chance of getting it by retransmuting a cow after death/The big blue armoured enemies towards the end of Chapter 9 have a chance of dropping it too
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27.Onion	Restores 30HP (Ed only), Give to Sophie to unlock Bonus Scene 2	Chests/Drops from the basic swordsman enemies in Chapters 2,3,4
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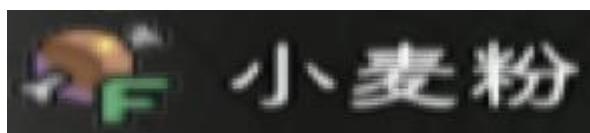
28.Potato	Restores 50HP (Ed only), Give to Sophie to unlock Bonus Scene 2	Chests/Drops from the dark-skinned hammer enemies in Chapters 2,5, and the white axe enemies in Chapters 3,4
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29.Carrot	Restores 40HP (Ed only), Give to Sophie to unlock Bonus Scene 2	Chests/Drops from the Ice Mage enemies (blue guys with pointy hats and sceptres) in Chapters 2,5, the Earth Mages in Chapter 3, the Wind Mages in Chapter 4
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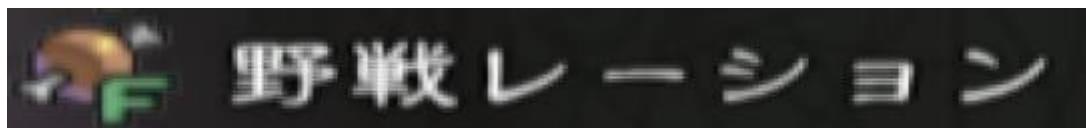
30.Egg	Restores 20HP (Ed only), Give to Sophie to unlock Bonus Scene 5	Chests/Drops from the Bird Chimeras in Chapters 3(you fight some on the train) and 9
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31.Flour	Restores 60HP (Ed only), Give to Sophie to unlock Bonus Scene 5	Chests/Found in a chest in the 3rd area of Chapter 5, after getting through the gate in the middle, you'll find it on top of the narrow wall closest to the exit (top left of the map)/Drops from the basic soldiers with swords in Chapters 6,8, or from the basic soldiers with smgs in Chapter 7, or the flamethrower enemies in Chapter 8
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32.Strawberry	Restores 15HP (Ed only), Give to Sophie to unlock Bonus Scene 5	Chests/Drops from the big soldier enemies with green t-shirts in Chapter 6 or the Rocket Launcher soldiers in Chapters 7,8
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33.Field Ration	Restores 150HP (Ed only)	Chests/On floor 3 A (the floor with the bunkbeds and a bunch of friendly soldiers you can talk to) of Chapter 4, talk to the soldier sitting next to the floor exit behind the row of destructible crates/ Drops from Commando enemies (guys in ski masks) in Chapter 6 or the ski mask wearing soldiers with smgs in Chapter 8
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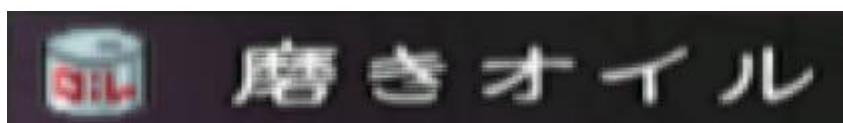
34.Cat Food	Permanently increases ATK by 1 and restores 5HP (Ed only)	Chests/In the 6th area of Chapter 3 (the one before the room with the first power switch, shaped like a T on its side), you'll find a chest in the bottom right corner of the map/ Drops from the Lion Chimera in Chapters 5,9
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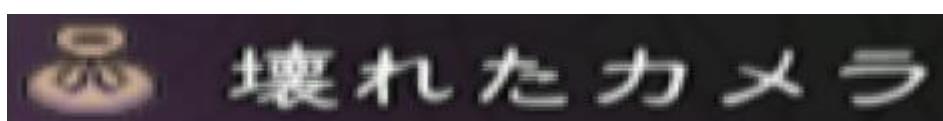
35.Dried Sardines	Permanently increases DEF by 1 and restores 5HP (Ed only)	Chests/In Chapter 3, in one of the chests in the last area before you go on the train (the long train platform), be sure to pick everything up before killing all enemies as that will automatically put you on the train (this is also where you can find the chapter's cat)/ Drops from the little black and yellow flying enemies in Chapters 5,9
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36.Candy	Permanently increases ALC by 1 and restores 5HP (Ed only)	Chests/Given by the little girl you save from the fire in Chapter 1/Talk to the same girl in the room hidden behind a big wall of black rubble (use explosives or Ed's hammer to destroy it) in Chapter 3(Same room as Item 39- Laundry Soap)/Drops from the alien-looking angel enemies in Chapter 9
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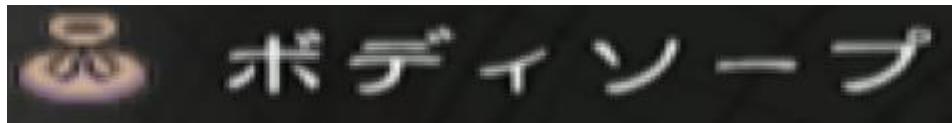
37.Polishing Oil	Restores 150HP (Al only), Give to Sophie to unlock Bonus Scene 1	Chests/In the middle of warehouse 3 in Chapter 2, there is a destructible crate with a transmutable cannon close to it, use it to blow the crate up to access the hidden chest/Drops from the robot soldier enemies (they have a spike instead of one arm) in Chapters 6,8
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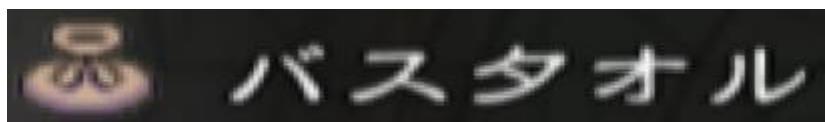
38.Broken Camera	No effect, Give to Sophie to unlock Bonus Scene 4	Talk to the NPC on the train in Chapter 3
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39.Laundry Soap	No effect, Give to Sophie to unlock Bonus Scene 3	On your way to activate the second power switch in Chapter 3, you'll come to an area shaped like a T on its side, on the path to the left, there will be a large wall of black rubble and a small cutscene will play if you get near it. Use Explosives or Ed's hammer to destroy it and access a hidden room. The soap is in one of the chests
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40.Body Soap	No effect, Give to Sophie to unlock Bonus Scene 6	In Warehouse 4 of Chapter 2(the one that has the elevator you must activate by going through the sewers) there is a chest in the top right corner, guarded by a hammer enemy throwing knives.
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41.Bath Towel	No effect, Give to Sophie to unlock Bonus Scene 6	In the 3rd area of Chapter 6, in a chest close to the exit
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42.Music box	No effect, Give to Sophie to unlock a music box you can listen to in the church	In the 4th area of Chapter 7, use Ed to shimmy along the bottom left wall and talk to the little girl
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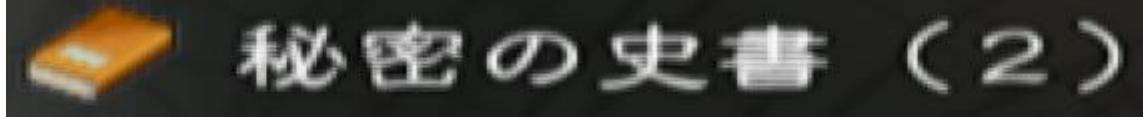


43.Flower Seed	No effect, Give to Sophie to unlock a flower pot in the church and Accessory 134-Ether Flower	In the 7th area (not counting secret rooms) of Chapter 5, go through the gate in the middle and climb the ladder to the left. There will be a series of platforms with flame hazards, climb to the very top. The seed is in the chest in the top left corner
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44. History Book (1)	Document, Give to Sophie to read it (can only be done once)	Talk to the old man behind a car near the entrance of the second to last area
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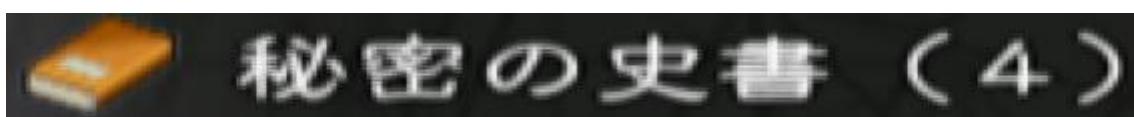
		of Chapter 1(the last area before you save Winry)
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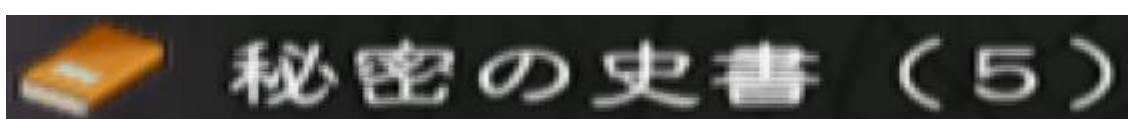
45. History Book (2)	Document, Give to Sophie to read it (can only be done once)	In Chapter 2, after you get out of the Sewers, talk to the old man
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46. History Book (3)	Document, Give to Sophie to read it (can only be done once)	In Chapter 3, talk to the old man in the second power switch room
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47. History Book (4)	Document, Give to Sophie to read it (can only be done once)	In the 8th area of Chapter 4 (the one with a big table with a map on it) go to the top left room with a bunch of shelves. The item is a shiny object on one of the bookshelves
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48. History Book (5)	Document, Give to Sophie to read it (can only be done once)	In the 2nd area after defeating the 1st boss of Chapter 5, don't use the exit on your right (the one that leads to the large open area with a transmutation circle) but keep going forward into a small room. The item is a shiny object in the bottom right corner
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秘密の史書 (6)

49. History Book (6)	Document, Give to Sophie to read it (can only be done once)	In Chapter 6, on floor 4 F (between 4F A and 4F B), the one that is just a straight corridor with two small rooms on the right. The item is a shiny object in the first small room
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秘密の史書 (7)

50. History Book (7)	Document, Give to Sophie to read it (can only be done once)	Talk to the old man in the top right corner of Warehouse Area B (second big area where you have to destroy multiple large doors to proceed) in Chapter 7
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秘密の史書 (8)

51. History Book (8)	Document, Give to Sophie to read it (can only be done once)	In Chapter 8, after you get through the first area with flammable objects (and flamethrower enemies), you will get to a corridor with a save point, the item is a shiny object on the other end (technically you can leave the level without finishing it and give the book to Sophie, you'll most likely give it to her in NG+)
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秘密の史書 (完)

52. History Book (Final)	Document, Give to Sophie in NG+ to read it (can only be done once)	In area 9(not counting dead ends) of Chapter 9(the one with a big stream of red water flowing to the left, with floating bombs along the left wall), next to the exit there is a trampoline that Al can transmute. Use it to reach the cracked wall, break through and talk to the NPC in the hidden room to get the item(while you can and should pick it up on
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		your first playthrough, you won't be able to gift it to Sophie until NG+)
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秘密指令書

53.Secret Orders	Document, Give to Sophie to read it (can only be done once)	In Chapter 4, the item is a shiny object in the commander's office on the top floor
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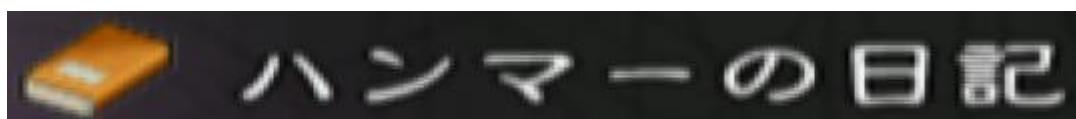
クレイギン手記

54.Craigin's Diary	Document, Give to Sophie to read it (can only be done once)	Same place as previous item, but in Chapter 6
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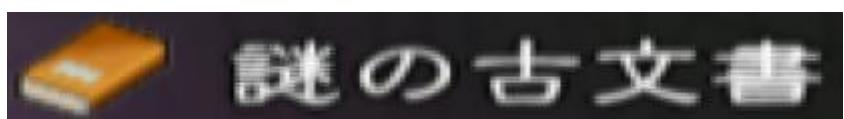
トリガーの日記

55.Trigger's Diary	Document, Give to Sophie to read it (can only be done once)	In Chapter 6, look for a shiny object on a shelf in the room Al was held captive in
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ハンマーの日記

56.Hammer's Diary	Document, Give to Sophie to read it (can only be done once)	After saving Al in Chapter 6, go to the next area, the item is a shiny object in a small room next to the room with the big table
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謎の古文書

57.Ancient Text	Document, Give to Sophie to read it (can only be done once)	In Chapter 5, a shiny object behind the rock slab in the big open room with a transmutation circle on the floor and a balcony (a cutscene plays here)
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画像マテリアル

58.Bonus Art	Represents the number of Gallery Bonus Art Crystals collected, NG+ only , can't be gifted to Sophie	NG+ only , Total of 65 Purple Crystals that appear throughout the game after starting a new game on a completed save file. See Bonus Art Crystals Guide Section
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コンプ証明書・金

59.Completion Certificate(Gold)	Proof of Collecting All Bonus Art, NG+ only	NG+ only , appears as a shiny object in the church after collecting all Gallery Bonus art (96 total=25 for Story Completion+65 Purple Crystals+6 Bonus Scene Art), see the sections for the Good Ending and Bonus Scenes/ Bonus Art Crystals
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コンプ証明書・銀

60.Completion Certificate (Silver)	Proof of Collecting All Movies, NG+ only	NG+ only , appears as a shiny object in the church after collecting all movies (10 total=2 Trailers+ 1 Music Video+ 6 Story Anime Cutscenes+Good Ending Anime Cutscene). The only one you don't unlock automatically is the Good Ending cutscene, see the Good Ending and Bonus Scenes section
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黄金の牛像

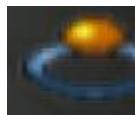
61.Golden Cow Statue	Proof of Mastering Fullmetal Alchemist 3, turns to the statue in the church into a golden cow, NG+ only , can't be gifted to Sophie	NG+ only , received from Sophie upon giving her every single giftable Item and Accessory
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悲しみのキズ

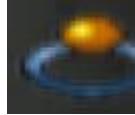
62.CD	Give to Sophie to unlock a CD you can listen to in the church(the game's main theme- Kanashimi No Kizu by Nana Kitade)	In the top floor office of Chapter 4, on one of the cabinets behind the main desk. Looks like a black CD case
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List of Accessories



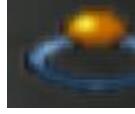
鉛のリング

1.Lead Ring	Increases HP by 20	First chest you ever open in the game (Chapter 1)
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金のリング

2.Gold Ring	Increases HP by 100	In Chapter 5 you'll eventually get to an area with a bunch of moving floating platforms. The ring is hidden in a destructible box in the top left part of the map
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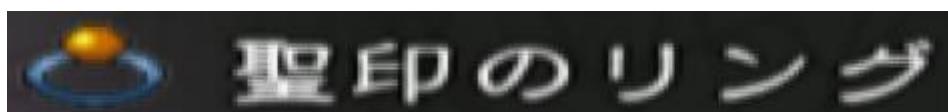


鋼のリング

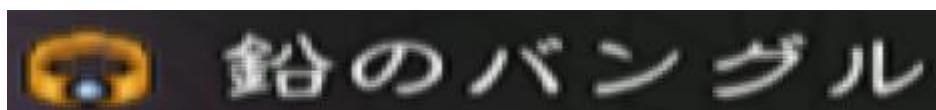
3.Fullmetal Ring	Increases HP by 250	In the 2nd big storage area in Chapter 7(the one where you must destroy multiple big gates to proceed again), it is in a chest in a small room in the very left part of the map
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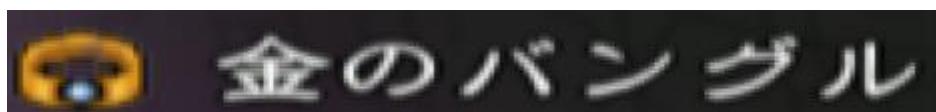
4.Ring of Blades	Increases VIT by 50%, but halves all other stats	After defeating the 1st boss of Chapter 9, you will have to do two rooms where only one character can reach the switch to open the door- Ed (1st one) or Al (2nd one), the ring is in a chest in the Alphonse puzzle room (the one you must jump a lot in)
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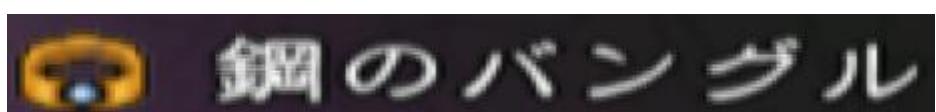
5.Holy Ring	Increases VIT by 20% and doubles charge rate of Special Attacks	Gift from Sophie , you need to give her Accessory 67-Star Pendant (Chapter 8), you can technically leave the level without finishing it and give the pendant to her, but you'll most likely give it to her in NG+
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6.Lead Bangle	Increases ATK by 5	In the third to last area of Chapter 1(shaped like an L with a 7 in the name) find a chest on top of a truck
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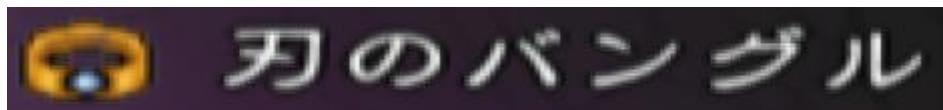
7.Gold Bangle	Increases ATK by 20	In one of the chests in the area where you fight the big red armoured enemies in Chapter 4(has 3F in the name)
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8.Fullmetal bangle	Increases ATK by 40	In Chapter 7, in the first big storage area where you must destroy multiple big gates to proceed,
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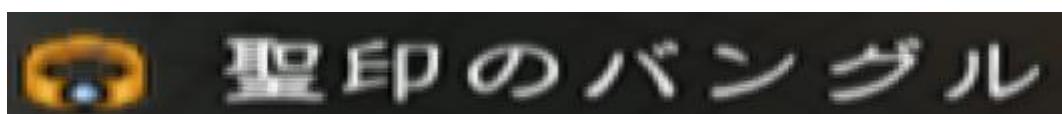
Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

		talk to a friendly green soldier in a small room in the bottom left corner of the map
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刃のバンブル

9.Bangle of Blades	Increases ATK by 50%, but halves all other stats	Chest in the same room in Chapter 9 as Accessory 4- Ring of Blades (the Alphonse only puzzle room)
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聖印のバンブル

10.Holy Bangle	Increases ATK by 20% and doubles charge rate of Special Attacks	Gift from Sophie , you need to give her Accessory 69- Silver Anklet (Chapter 8), you can technically leave the level without finishing it and give the anklet to her, but you'll most likely give it to her in NG+
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鉛のチョーカー

11.Lead Bracer	Increases DEF by 5	In the 8th area of Chapter 1(with a 6 in the name), in a chest at the bottom of a staircase leading down on the left
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金のチョーカー

12.Gold Bracer	Increases DEF by 20	After the cutscene where you talk to a wounded soldier in a big room with a hole in the middle in Chapter 4, go until you reach the area with 1F – B in the name, you'll find the bracelet in a chest the far-right part of the map (on top of a burning bookshelf)
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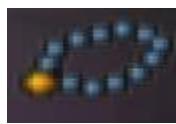
鋼のチョーカー

13.Fullmetal Bracer	Increases DEF by 40	In the 2nd area of Chapter 7(appropriately with a 2 in the name), you'll find it in a chest in the top left part of the map (behind a tank)
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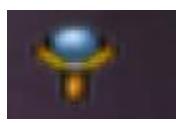
刃のチョーカー

14.Bracer of Blades	Increases DEF by 50%, but halves all other stats	After you defeat the 1st boss of Chapter 9, go until you reach a puzzle room where only Ed can open the door, the bracelet is in one of the chests
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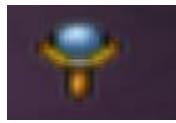
聖印のチョーカー

15.Holy Bracer	Increases DEF by 20% and doubles charge rate of Special Attacks	Gift from Sophie , you'll have to give her Accessory 71- Rainbow Ribbon (Chapter 8), you can technically leave the level without finishing it and give the ribbon to her, but you'll most likely give it to her in NG+
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鉛のピアス

16.Lead Earring	Increases ALC by 5	After you save the little girl from a fire in Chapter 1, open the chest on the truck next to the save point
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金のピアス

17.Gold Earring	Increases ALC by 20	After you finish Chapter 1, go there again from the map screen, the Earring will be a shiny object in the last area (where you save Winry) in the far-left part of the map
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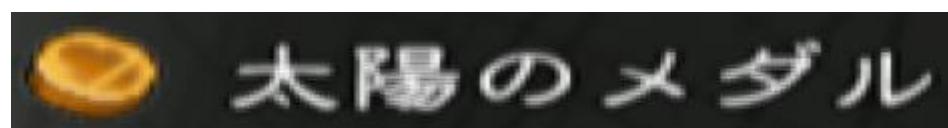
18.Fullmetal Earring	Increases ALC by 40	In Chapter 7, in the first big storage area where you must destroy multiple big gates to proceed, you'll find it in one of the two chests in the top right area of the map (small room with a bunch of sandbags)
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19.Earring of Blades	Increases ALC by 50%, but halves all other stats	Same room as Accessory 14- Bracelet of Blades (the Ed-only room in Chapter 9), you'll find it in the chest in the small room you have crawl to in the bottom right part of the map (the one with a katana and a bunch of little flying enemies)
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20.Holy Earring	Increases ALC by 20% and doubles charge rate of Special Attacks	Gift from Sophie , you'll have to give her Accessory 73- Crystal Brooch (Chapter 8), you can technically leave the level without finishing it and give the brooch to her, but you'll most likely give it to her in NG+
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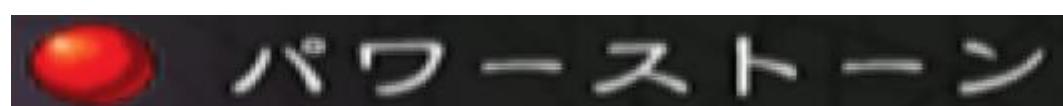
21.Sun Medal	Increases ATK and DEF by 10%	Gift from Sophie , you'll have to give her Accessory 141- Torakichi (Cat from Chapter 3)
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22.Moon Medal	Increases DEF and ALC by 10%	Gift from Sophie , you'll have to give her Accessory 142- Bernie (Cat from Chapter 4)
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23.Galaxy Medal	Increases ATK and ALC by 10%	Gift from Sophie , you'll have to give her Accessory 143- Estragon (Cat from Chapter 5)
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24.Power Stone	Increases all stats by 3%	Gift from Sophie , you'll have to give her Accessory 97- Charm of Renewal (can be picked up in Chapter 4)
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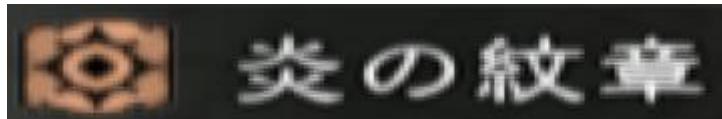
25.Miracle Stone	Increases all stats by 10% and increases item drop rate by 10%	Gift from Sophie , you'll have to give her Accessory 138- Hand-painted Doll (Chapter 8), you can technically leave the level without finishing it and give the doll to her, but you'll most likely give it to her in NG+
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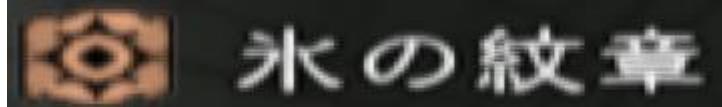
26.Red Stone Fragment	Increases all stats by 20%	After finishing Chapter 8, go back to it again from the map screen. After you reach the boss arena, continue to the now open doorway. You'll reach a circular room with a pedestal in the middle (you see this room multiple times in cutscenes), the fragment is a shiny object on the pedestal
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27.Red Stone	Increases all stats by 50%	NG+ only , after you complete Chapter 9, go back to it from the map screen (not possible on your first run), the stone is a shiny object in the final boss arena
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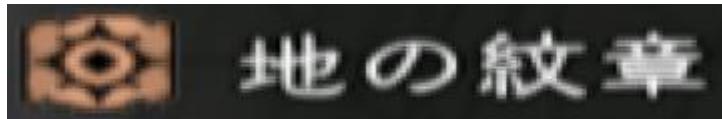
28.Crest of Fire	Increases ATK by 20% and your fire/explosion attacks do 20% more damage	Boss reward , S/A rank the second boss of Chapter 9 (Zelgius 2)
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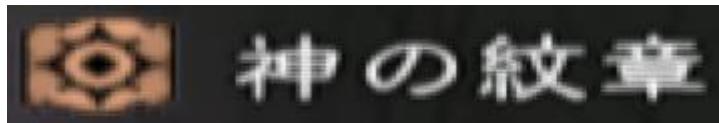
29.Crest of Ice	Increases DEF by 20% and reduces fire/explosion damage taken by 20%	Boss reward , S/A rank the second boss of Chapter 5 (Leonid 2)
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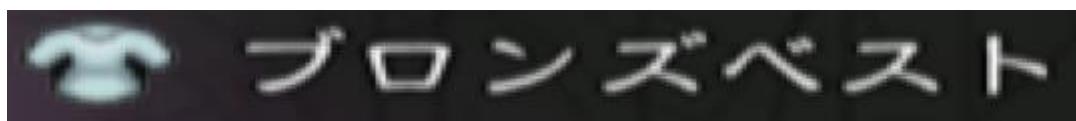
30.Crest of Wind	Increases ALC by 20% and your bullet attacks do 20% more damage	Boss reward , S/A rank the first boss of Chapter 9 (Janice 2)
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31.Crest of Earth	Increases VIT by 20% and reduces bullet damage taken by 20%	Boss reward , S/A rank first boss of Chapter 5 (Godo 2)
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32.Crest of God	Increases all stats by 20% and reduces all damage taken by 20%	Boss reward , S/A rank the third boss of Chapter 9 (Velza)
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33.Bronze Armor	Reduces all damage taken by 5%. Give to Sophie to receive Accessory 34- Silver Armor	In Chapter 3, in the second power switch room, look for a chest in the top right corner of the map
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34.Silver Armor	Reduces all damage taken by 10%	Gift from Sophie , you'll have to give her Accessory 33- Bronze Armor (Chapter 3)
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35.Gold Armor	Reduces all damage taken by 20%	NG+ only , Gift from Sophie , you'll have to give her Accessory 114- Red Jacket (Chapter 8)
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36.Metal Armor	Reduces all damage taken by 50%	NG+ only , spawns in a chest in the top right corner of the Chapter 8 boss arena
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防弾チョッキ

37.Bulletproof Vest	<p>Increases DEF by 10 and reduces bullet damage taken by 15%. (Ed only)</p> <p>Give to Sophie to get Accessory 38-Bulletproof Vest S</p>	<p>After the cutscene where you talk to a wounded soldier in a big circular room in Chapter 4, go to the next area (1 F in the name), the vest is in a chest in a small room with a bunch of shelves</p>
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防弾チョッキ S

38.Bulletproof Vest S	<p>Increases DEF by 20 and reduces bullet damage taken by 25% (Ed only)</p>	<p>Gift from Sophie, you'll have to give her Accessory 37-Bulletproof Vest (Chapter 4)</p>
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耐熱マント

39.Heat Resistant Cloak	<p>Increases DEF by 10 and reduces fire/explosion damage taken by 15%. (Ed only)</p> <p>Give to Sophie to get Accessory 40- Heat Resistant Cloak S</p>	<p>In Chapter 4, in the first area on fire (has 1F-A in the name), look for a chest on top of a burning bookcase in the middle of the map</p>
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耐熱マント S

40.Heat Resistant Cloak S	<p>Increases DEF by 20 and reduces fire/explosion damage taken by 25% (Ed only)</p>	<p>Gift from Sophie, give her Accessory 39- heat Resistant Cloak (Chapter 4)</p>
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白銀のマント

41.Silver Cloak	Increases DEF by 20 and reduces bullet, fire/explosion damage taken by 25%	Gift from Sophie , give her Accessory 144- Asandora (Chapter 6 Cat)
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防寒コート

42.Freeze Resistant Coat	Increases DEF by 15 and makes you immune to being frozen	Gift from Sophie , give her Accessory 129- HOT Cairo (Chapter 2)
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工事ヘルメット

43.Construction Helmet	Makes you immune to being stunned. Give to Sophie to get Accessory 44- Mechanical Helmet	In Chapter 2, in Warehouse 2, the chest next to the moving platform you must activate to get Al over to the other side
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気合いの機械兜

44.Mechanical Helmet	Increases ATK and DEF by 5, makes you immune to being stunned	Gift from Sophie , give her Accessory 43- Construction Helmet (Chapter 2)
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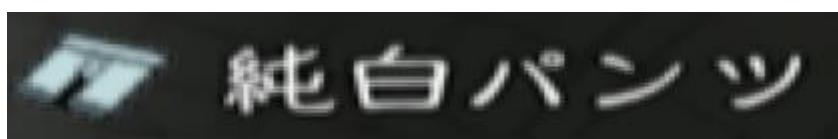


メガトンヘルム

45.Megaton Helmet	Increases DEF by 50 and makes you immune to stun, but you can't run	Gift from Sophie , give her Accessory 115- Horned Helmet (Chapter 3)
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46.Silver Helmet	Increases DEF by 50 and makes you immune to stun	Gift from Sophie , give her Accessory 145- Marron (Chapter 7 Cat)
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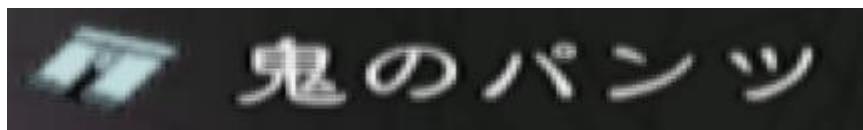
47.White Pants	Special Attacks charge 3 times faster (Ed only)	Gift from Sophie , give her Accessory 48- Torn Pants (Chapter 6)
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48.Torn Pants	Decreases DEF by 10. (Ed only) Give to Sophie to get Accessory 47- White Pants	After beating Chapter 6, go back to the boss arena and pick up the shiny object
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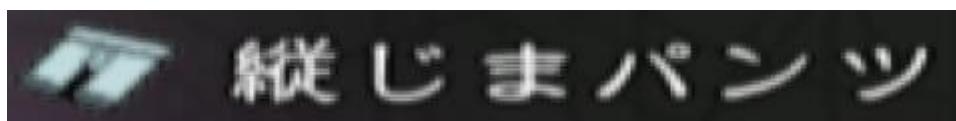
49.Sexy Pants	Draws enemies to wearer (Ed only)	After beating Chapter 5, go back to the second boss arena and pick up the shiny object in the bottom left part of the map
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50.Demon Pants	Increases max HP and ATK by 20, but reduces ALC by 10 (Ed only)	In the big round area where you talk to the wounded soldier in Chapter 4, go around the hole to find a shiny object in the top middle part of the map
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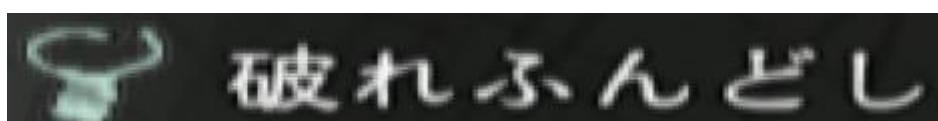
	Give to Sophie to get Accessory 81- Warrior's Heart	
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51.Striped Pants	<p>Increases DEF by 1. (Ed only)</p> <p>Give to Sophie in NG+ to unlock alternate outfit for Ed in Tag Battle Mode (press START instead of O when choosing Ed)</p>	NG+ only , spawns in a chest in Ed's cell at the beginning of Chapter 6
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52.White Loincloth	<p>Special Attacks charge 3 times faster (Al only)</p>	Gift from Sophie , give her Accessory 53- Torn Loincloth (Chapter 6)
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53.Torn Loincloth	<p>Decreases DEF by 10 (Al only)</p> <p>Give to Sophie to get Accessory 52- White Loincloth</p>	Talk to Yoki (the guy in the prison cell) at the beginning of Chapter 6 (can be done either by returning after you rescue Al, or simply by replaying the level)
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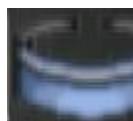


54.Han Loincloth	<p>Increases ATK by 50, but you can't run (Al only)</p> <p>Give to Sophie to get Accessory 103- Amazon Wrench</p>	After beating Chapter 5, go back to the first boss arena to find a shiny object
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巨人のふんどし

55.Giant Loincloth	Increases max HP and ATK by 20, but reduces ALC by 10 (Al only) Give to Sophie to get Accessory 80- Hammerman's Heart	In Chapter 7, in the second big storage area where you must destroy multiple big gates to proceed, find a chest in a small room in the top right part of the map
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ウシのエプロン

56.Cow Apron	Increases XP gain by 10% (Ed only)	Gift from Sophie , give her Accessory 139- Marble (Chapter 1 Cat)
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ネコのエプロン

57.Cat Apron	Increases XP gain by 10% (Al only)	Gift from Sophie , give her Accessory 140- Eruudo (Chapter 2 Cat)
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イヌのエプロン

58.Dog Apron	Increases XP gain by 50%	NG+ only , gift from Sophie , give her Accessory 148- Stray Dog (Black Hayate) (Chapter 2 in NG+)
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パンダエプロン

59.Panda Apron	Doubles XP gain	NG+ only , gift from Sophie , give her Accessory 149- Lost Panda (Shao May) (Church in NG+)
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たるんだ腹巻き

60.Stretched-out Band	Increases all stats by 1, when equipped with Withered Strap, increases XP gain by 50%	In Chapter 7, in the second big storage area where you must destroy multiple big gates to proceed, there is a small room in the upper far-right of the map where an NPC is standing next to two chests, the band is in one of them
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しなびたももひき

61.Withered Strap	Decreases all stats by 1, when equipped with Stretched Band, increases XP gain by 50%	Same as previous Accessory, just in the other chest
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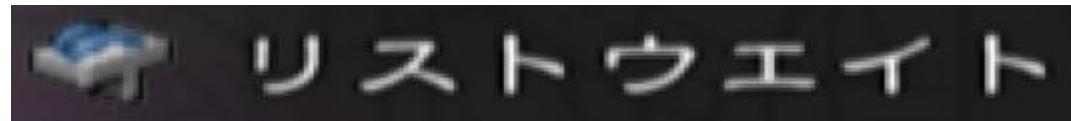
鉄ゲタ

62.Iron Geta	Increases XP gain by 5% Give to Sophie to get Accessory 63- Reinforced Iron Geta	When you first enter the sewers in Chapter 2, you'll find a lone NPC, talk to him and he will tell you to go away, ignore him and go on your way. On the way back through the sewers (after activating the elevator) you will come back to the room with the NPC, but now it's filled with flying enemies. Kill all of them and talk to the guy to get the Geta
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強化鉄ゲタ

63.Reinforced Iron Geta	Increases XP gain by 10%	Gift from Sophie , give her Accessory 62- Iron Geta (Chapter 2)
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64.Wrist Weights	Doubles Combo Bonus XP	Gift from Sophie , give her Accessory 66- Heart Pendant (Chapter 4)
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65.Ankle Weights	Multiplies Counter-Attack bonus XP by five	Gift from Sophie , give her Accessory 68- String Anklet (Chapter 3)
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66.Heart Pendant	Increases VIT by 5% Give to Sophie to get Accessory 64- Wrist Weights	After you beat Chapter 4, go back to the first boss arena, the pendant is a shiny object on top of the tower in the bottom right part of the map
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67.Star Pendant	Increases VIT by 10%. Give to Sophie to receive Accessory 5- Holy Ring	In the 3rd area of Chapter 8(the first area with tanks and enemies), go through the gate in the middle and you'll see a bunch of boards to your right. Blow them up to access the hidden room and pick up the pendant from one of the chests
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68.String Anklet	Increases ATK by 5% Give to Sophie to get Accessory 65- Ankle Weights	In Chapter 3, in the third train car, in a chest next to an NPC
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銀のアンクレット

69.Silver Anklet	<p>Increases ATK by 10%. Give to Sophie to receive Accessory 10-Holy Bangle</p>	<p>In the first bridge puzzle room in Chapter 8(with an A in the name), you'll find it in a chest on the other side of the falling bridge in the top left corner of the map</p>
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かわいいリボン

70.Cute Ribbon	<p>Increases DEF by 5% Give to Sophie to get Accessory 100-Elephant Hat</p>	<p>In the second to last area before the first boss arena in Chapter 5, you will have to platform up to get to the gold dish that opens the exit. On the second level of the platforms, there is a boarded-up doorway in the top left corner of the map. Destroy the boards and go to a hidden room. The Ribbon is in one of the chests</p>
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虹色リボン

71.Rainbow Ribbon	<p>Increases DEF by 10%. Give to Sophie to get Accessory 15-Holy Bracelet</p>	<p>After you do the first bridge puzzle room in Chapter 8, you'll come to an area with two machine gunners next to each other, kill them and proceed to the second half of the map, there you will find a ditch with 2 little bridges over it, crawl under the bridge on the left to reach a chest in the bottom left corner of the map</p>
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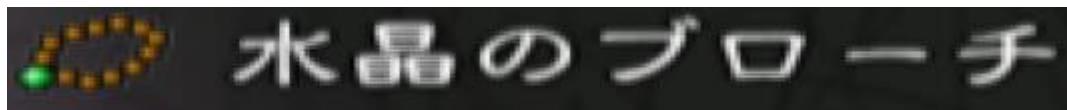


フラワーブローチ

72.Flower Brooch	<p>Increases ALC by 5% Give to Sophie to get Accessory 75-Lucky Frog</p>	<p>In the middle of Warehouse 4 in Chapter 2, there are a bunch of green objects behind a chain link fence. There is a small hole you can crawl through with Ed to get to the chest with the Brooch. Be warned, once you open the</p>
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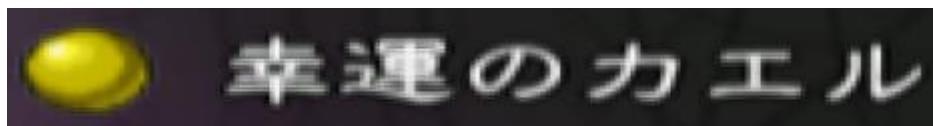
		chest, three hammer enemies will spawn around you
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73.Crystal Brooch	Increases ALC by 10%. Give to Sophie to receive Accessory 20- Holy Earring	Same area as the Accessory 71- Rainbow Ribbon (Chapter 8), go to the top left area of the map to find a boarded-up hole in the ditch, blow it up to access a hidden room, the brooch is in one of the chests
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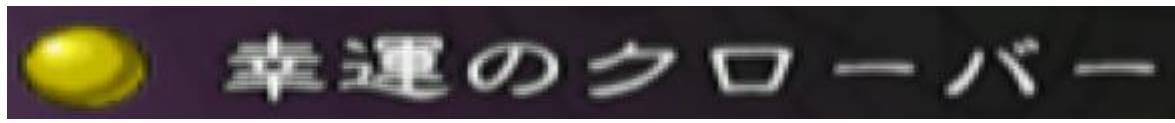
74.Lucky Pig	Increases item drop rate by 20%	MISSABLE, Gift from Sophie , give her Accessory 131- Dog Tag (Chapter 2)
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75.Lucky Frog	Increases item drop rate by 40%	Gift from Sophie , give her Accessory 72- Flower Brooch (Chapter 2)
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76.Lucky Rabbit	Increases item drop rate by 60%	Gift from Sophie , give her Accessory 118- Sexy Garter (Chapter 6)
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77.Lucky Clover	Guarantees item drops from enemies	NG+ only, Tag Battle reward, S/A rank Course 4 (only available in NG+)
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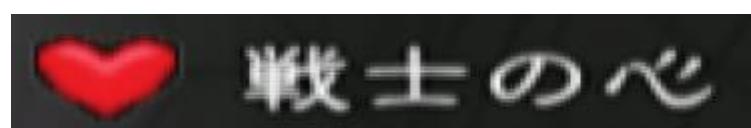
78.Swordsman's Heart	Ed's Sword does 50% more damage (Ed only)	Gift from Sophie , give her Accessory 111- Lion Mask (Chapter 4)
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79.Spearman's Heart	Ed's Spear does 50% more damage (Ed only)	Gift from Sophie , give her Accessory 112- Jet Black Rouge (Chapter 2)
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80.Hammerman's Heart	Ed's Hammer does 50% more damage (Ed only)	Gift from Sophie , give her Accessory 55- Giant Loincloth (Chapter 7)
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81.Warrior's Heart	Increases max HP and ATK by 50%, but DEF and ALC are reduced to 1	Gift from Sophie , give her Accessory 50- Demon Pants (Chapter 4)
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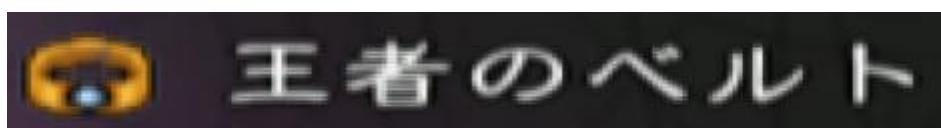
82.Samurai's Heart	Katana attacks always instant kill (does not work against bosses)	In Chapter 9, once you reach the final spiral staircase (the third one, map has three loops) before the last boss, go up and take the next exit (the one between the two loops) to enter a room you've previously been in. Switch to AI (SELECT or UP on the d-pad), tell Ed to stay put (tap R1) and look to the left. You will see two statues with a chest between
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Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

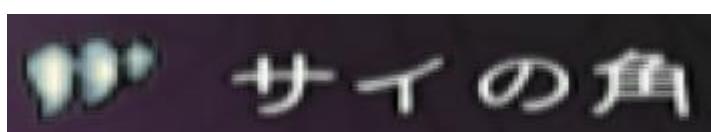
		them. Carefully jump down there and pick up the Heart. The ninth and last cat is also here (Accessory 147). Should you fall/when you're done switch to Ed and exit the area (so you don't have to go through that area again)
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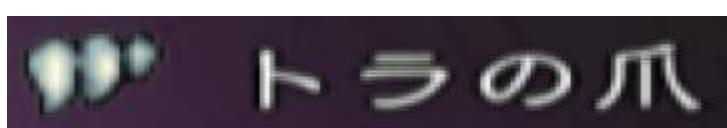
83.Glass Samurai	Ed's Sword always instant kills, but his max HP is reduced by 90% (does not work against bosses) (for some reason, Al can equip it too)	NG+ only , Gift from Sophie , give her Accessory 147- Kurodias (Chapter 9 Cat). While you can and should pick it up on your first run through, you won't be able to give it to Sophie until NG+
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84.Champion's Belt	Increases all stats by 100 and automates Accu-strikes	NG+ only , complete Course 5 in Tag Battle Mode with at least rank D
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85.Rhino Horn	Increases ATK by 5, but reduces DEF and ALC by 5% Give to Sophie to get Accessory 90- Armlet of Piercing	One of the chests in the second area of Chapter 4 (still in the sewers)
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86.Tiger Claw	Increases ATK by 5, but reduces	Towards the end of Chapter 5, you'll reach a room with a save point and a doorway blocked by 4 pink energy beams. While
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Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

	DEF and ALC by 5% Give to Sophie to get Accessory 91- Armlet of Retribution	looking at the blocked doorway, go to the room closest on the right. You will enter an area with cannons on one side and flames on the other. The chest you're looking for is right in front of the gate guarding the seal you need to break
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87.Grizzly Claw	Increases ATK by 5, but reduces DEF and ALC by 5% Give to Sophie to get Accessory 92- Armlet of Power	In Chapter 8, at the entrance to the last area before the second bridge puzzle room, climb the ladder on the left. Destroy the wood boards and enter the secret hallway, once you get out through the other exit, the chest will be to your right
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88.Bat Fang	Increases ATK by 5, but reduces DEF and ALC by 5% Give to Sophie to get Accessory 93- Armlet of Absorption	Halfway through Chapter 6, you will get to an area with 3F in the name. You'll find the fang in a chest that's inside a small cage in the bottom left part of the map. Be Warned, picking it up spawns an enemy
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89.Chimera Fang	Increases ATK by 5, but reduces DEF and ALC by 5% Give to Sophie to get Accessory 94- Armlet of Berserk	In Chapter 7, in the first big storage area where you must destroy multiple big gates to proceed, look for a chest in a small room on the far-left side of the map (close to the exit)
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貫通の腕輪

90.Armlet of Piercing	Allows you to damage blocking enemies	Gift from Sophie , give her Accessory 85- Rhino Horn (Chapter 4)
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反撃の腕輪

91.Armlet of Retribution	Greatly increases Counter-Attack damage done	Gift from Sophie , give her Accessory 86- Tiger Claw (Chapter 5)
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豪力の腕輪

92.Armlet of Power	Adds knockback effect to Ed's spear attacks (does not work against heavy enemies) (for some reason, Al can equip it too)	Gift from Sophie , give her Accessory 87- Grizzly Claw (Chapter 8), you can technically leave the level without finishing it and give the Claw to her, but you'll most likely give it to her in NG+
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吸血の腕輪

93.Armlet of Absorption	Heals you for 20% of the damage done to enemies	Gift from Sophie , give her Accessory 88- Bat Fang (Chapter 6)
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背水の腕輪

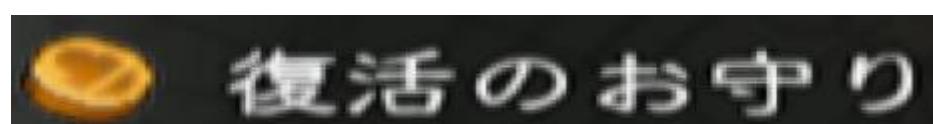
94.Armlet of Berserk	Doubles your ATK while your HP is under 100	Gift from Sophie , give her Accessory 89- Chimera Fang (Chapter 7)
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95.Whetstone of Ages	Transmuted weapons can be used indefinitely	NG+ only , after beating Chapter 9, return to the first boss arena, the stone is a shiny object in the middle
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96.Infinite Bullet	Your controllable turrets never run out of ammunition	NG+ only , after beating Chapter 9, return to the second boss arena, the bullet is a shiny object in the middle
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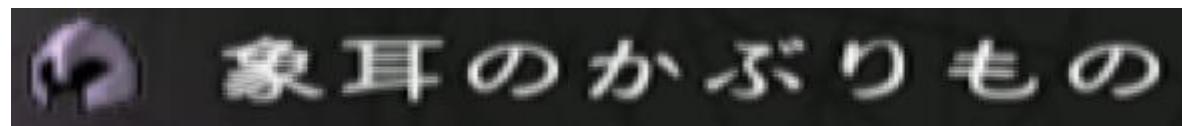
97.Ccharm of Renewal	Automatically resurrects you when your HP reaches 0, after that the item is destroyed. Give to Sophie receive Accessory 24- Power Stone	Chests/in Chapter 4, in the area with a bunch of bunkbeds and friendly soldiers (has 3F A in the name) talk to the soldier standing close to the exit
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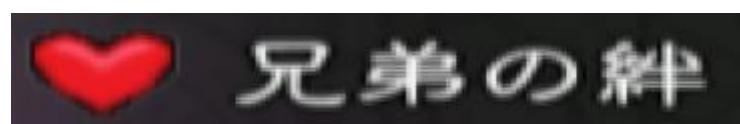
98.Silver Pocket Watch	Increases ALC by 5% (Ed only)	The only item you start with
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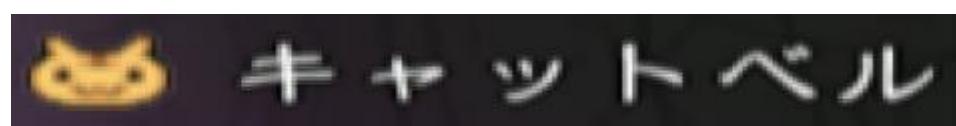
99.Tall Boots	Doubles Special Attack charge rate and increases ATK by 5 (Ed only)	Gift from Sophie , give her Accessory 113- Pretty Boots (Chapter 4)
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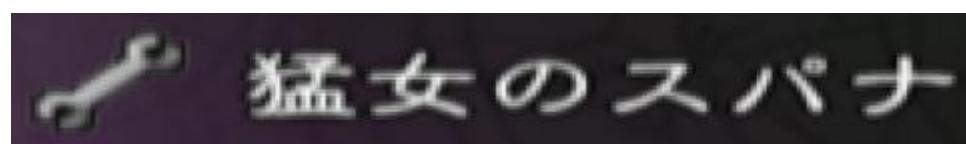
100.Elephant Hat	Doubles Special Attack charge rate and increases DEF by 5 (Al only)	Gift from Sophie , give her Accessory 70- Cute Ribbon (Chapter 5)
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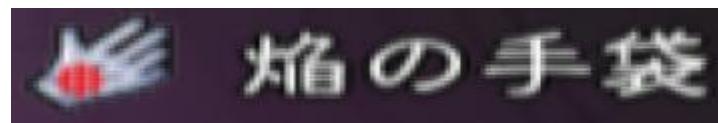
101.Bond of Brotherhood	Your attacks increase both your and your partner's Special Attack gauge	Gift from Sophie , give her Accessory 146- Susanoo (Chapter 8 Cat), you can technically leave the level without finishing it and give the cat to her, but you'll most likely give it to her in NG+
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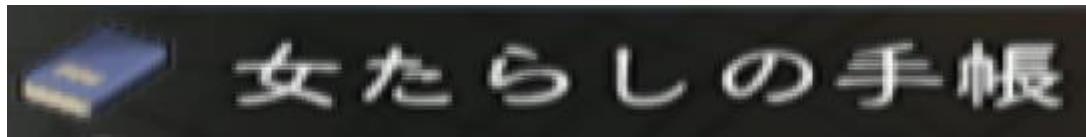
102.Cat Bell	Multiplies Combo Bonus XP by five (Al only)	NG+ only , it will appear in the church as a shiny object, after you give Sophie all 9 cats (Accessories 139-147)
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103.Amazon Wrench	Increases ATK by 10 and makes it easier to stun enemies	Gift from Sophie (and Winry), give her Accessory 54- Han Loincloth (Chapter 5)
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104.Flame Gloves	Increases fire/explosion damage done by 30%	After beating Chapter 4, return to the second boss arena and pick up the shiny object
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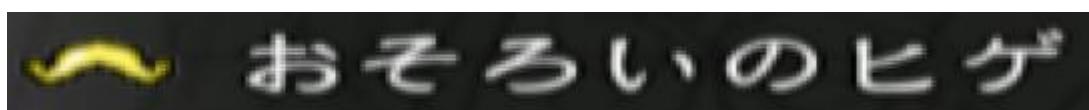
105.Womanizer's Notebook	Increases ATK by 1. Give to Sophie in NG+ to unlock Roy Mustang in Tag Battle Mode	NG+ only , spawns in a chest in the bottom right corner of the second boss arena of Chapter 4
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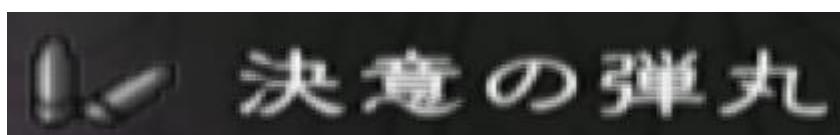
106.Strog-Arm Gauntlet	Increases bare-handed damage by 30%	After beating Chapter 3, return to the boss arena to find a shiny object
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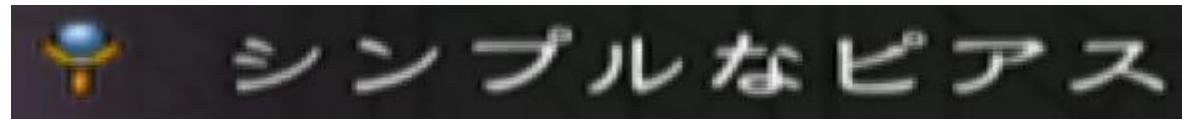
107.Camaraderie Crest	Makes it easier to stun enemies and increases ATK by 1	Given to you automatically by Major Armstrong after beating the boss of Chapter 3 (Godo)
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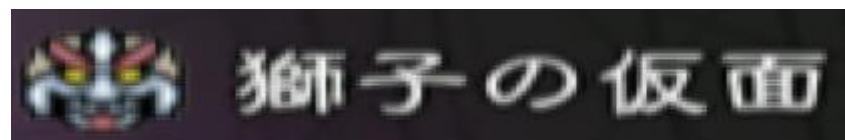
108.Matching Moustache	Increases DEF by 1. Give to Sophie in NG+ to unlock Alex Louis Armstrong in Tag Battle Mode	NG+ only , spawns in a chest in the Chapter 3 boss arena
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109.Bullet of Resolve	Increases damage of your bullet attacks by 30%	After beating Chapter 2, return to the boss arena to find a shiny object
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110.Simple Earrings	Increases ALC by 1. Give to Sophie in NG+ to unlock Riza Hawkeye in Tag Battle Mode	NG+ only , spawns in a chest in the Chapter 2 boss arena
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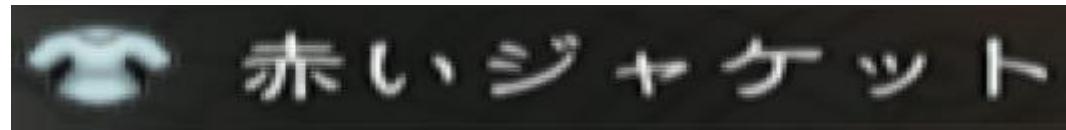
111.Lion Mask	Increases ATK by 30, but decreases ALC by 10 Give to Sophie to get Accessory 78- Swordsman's Heart	Boss Reward , S/A rank the second boss of Chapter 4 (Zelgius), B/C rank the second boss of Chapter 9 (Zelgius 2)
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112.Jet Black Rouge	Increases VIT by 30, but decreases DEF by 10 Give to Sophie to get Accessory 79- Spearman's Heart	Boss Reward , S/A rank the boss of Chapter 2 (Leonid), B/C rank the second boss of Chapter 5 (Leonid 2)
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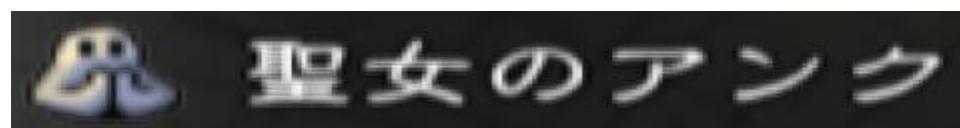
113.Pretty Boots	Increases ATK and DEF by 15, but decreases ALC by 10 Give to Sophie to get Accessory 99- Tall Boots	Boss Reward , S/A rank the first boss of Chapter 4 (Janice), B/C rank the first boss of Chapter 9 (Janice 2)
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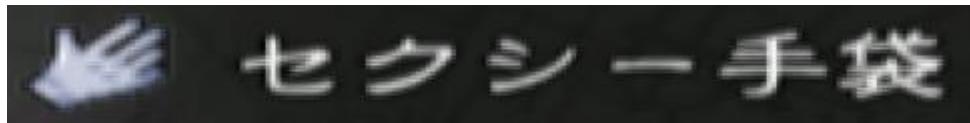
114.Red Jacket	<p>Increases DEF by 30 but decreases ATK by 10. Give to Sophie in NG+ to get Accessory 35- gold Armor</p>	After completing Chapter 8, go back to it, you'll find the jacket as a shiny object in the bottom right corner of the boss arena
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115.Horned Helmet	<p>Increases DEF by 40 but decreases ALC by 10 and you can't run. Give to Sophie to get Accessory 45- Megaton Helmet</p>	Boss Reward , S/A rank the boss of Chapter 3 (Godo), B/C rank the first boss of Chapter 5 (Godo 2)
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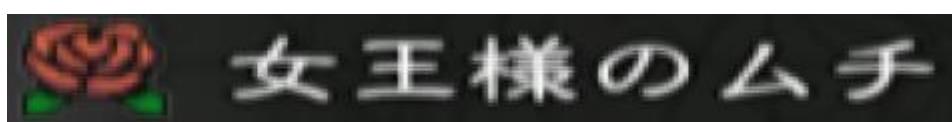
116.Sacred Ankh	<p>Increases your VIT by 100 and automatically resurrects you when your HP reaches 0, after that the item is destroyed</p>	In Chapter 9, once you reach the final spiral staircase (the third one, map has three loops) before the last boss, go down the stairs and take the exit. You'll come to a room you've been in already, but from a different entrance. Before you will be a very narrow series of ledges with two chests on them, leading to a cracked wall. Tell your partner to stay still (in case you fall) and carefully make your way to the cracked wall. Destroy it and enter a hidden room with a bunch of chests and a friendly NPC. Talk to him to get the Ankh
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117.Sexy Gloves	<p>Increases ALC by 20%, but reduces ATK by 20%</p> <p>Give to Sophie to get Accessory 123- Fasthold Gloves</p>	Boss Reward, S/A rank the boss of Chapter 6 (Crab Tank), C rank the boss of Chapter 8 (Crab Tank 3)
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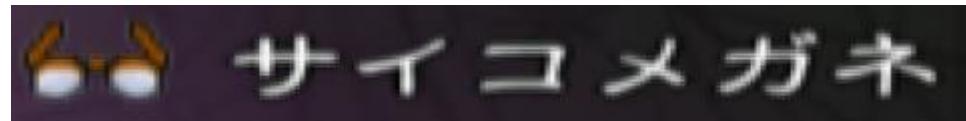
118.Sexy Garter	<p>Draws enemies towards you but reduces DEF by 50%.</p> <p>(Ed only)</p> <p>Give to Sophie to get Accessory 76- Lucky Rabbit</p>	One of the shiny objects in the room where Al was held captive in Chapter 6
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119.Queen's Whip	<p>Increases ATK by 20%, but reduces ALC by 20%</p> <p>Give to Sophie in NG+ to get Accessory 124- Stone Rose</p>	Boss Reward, S/A rank the boss of Chapter 8 (Crab Tank 3)
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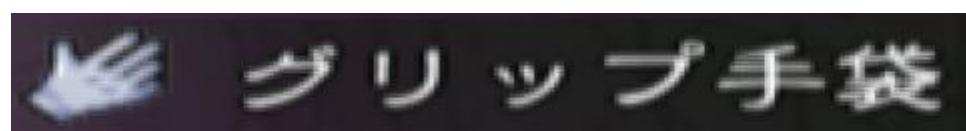
120.Boots of Despair	<p>Decreases all stats by 5%</p> <p>Give to Sophie to get Accessory 125- Lucky Socks</p>	Shiny object next to Ed's prison cell at the beginning of Chapter 6 (you can return here after you save Al or simply by replaying the level)
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121.Psycho Glasses	Increases ALC by 2 Give to Sophie to get Accessory 126- Precision Glasses	Boss Reward , S/A rank the boss of Chapter 7 (Crab Tank 2), B rank the boss of Chapter 8 (Crab Tank 3)
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122.Black Eyepatch	Automatically Counter-Attacks attacking enemies while blocking	Boss Reward , Beat the optional final boss (King Bradley) at least rank D
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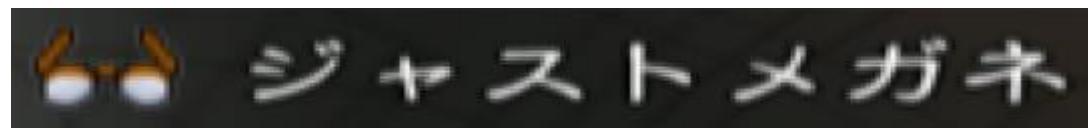
123.Fasthold Gloves	You will not drop your weapon even when knocked down	Gift from Sophie , give her Accessory 117- Sexy Gloves (Chapter 6)
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124.Stone Rose	Allows you to use your charged O attack (stone spikes) without having to hold down the button	NG+ only, Gift from Sophie , give her Accessory 119- Queen's Whip (Chapter 8) in NG+
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125.Lucky Socks	Increases all stats and XP gain by 5%	Gift from Sophie , give her Accessory 120- Boots of Despair (Chapter 6)
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126.Precision Glasses	Automates Accu-strikes and increases ALC by 20	Gift from Sophie , give her Accessory 121- Psycho Glasses (Chapter 7)
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127.Mind's Eye Monocle	Automates Accu-strikes and increases item drop rate by 20%	MISSABLE -Disappears if you get caught 11 or more times (short stealth section at the start of Chapter 6)!!(Should not be a problem, but have a save ready just in case) In Chapter 6, in a chest in the room Al was held in
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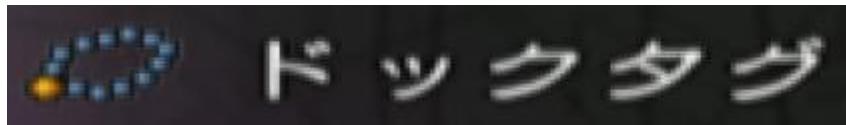
128.Sunglasses	Automates Accu-strikes and doubles ALC	NG+ only, Tag Battle Reward , S/A rank Course 3
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129.HOT Cairo	Prevents you from being frozen. Give to Sophie to get Accessory 42- Freeze Resistant Coat	In Chapter 2, in Warehouse 5(last warehouse before the boss), in a chest in the top left corner of the map (transmute a trampoline near the exit, jump along the crates and jump to the chest from a shimmy wall)
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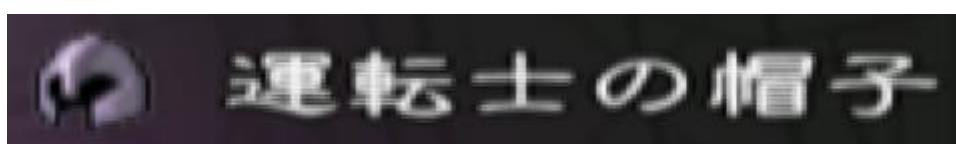


130.Pointed Hat	Doubles ALC, but lowers ATK and DEF to 1	Drops from Fire Mages in Chapter 4, Earth Mages in Chapter 5, and the mages in Chapter 9
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ドッグタグ

131.Dog Tag	Increases ATK by 10, but decreases ALC by 10 Give to Sophie to get Accessory 74- Lucky Pig	MISSABLE. In Chapter 2, in the last area before the boss, there will be a bunch of half-frozen soldiers, talk to them and one will give you the Tag. Be sure to talk to them, as they will not be there if you revisit, and you will have to get it in NG+
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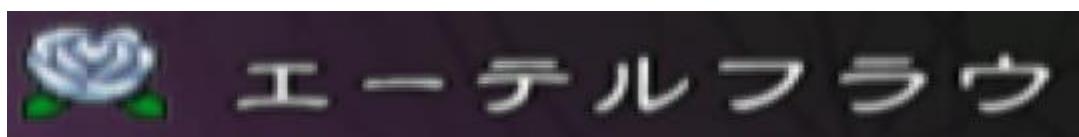
運転士の帽子

132.Train Driver's Hat	Increases DEF by 10%, but decreases ALC by 10%	Once you exit the train in Chapter 3, go find a chest at the very end of the train platform
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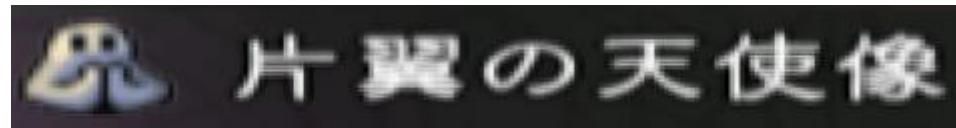
囚人の足枷

133.Prisoner's Shackles	Increases XP gain by 20%, but you can't run	Inside a chest in one of the cells at the beginning of Chapter 6 (you can come back here after rescuing Al, or simply replay the level)
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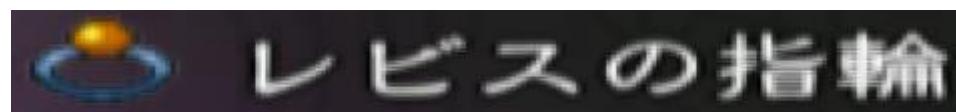


エーテルフラワー

134.Ether Flower	Increases ALC by 30%, but decreases all other stats by 10%	Gift from Sophie , give her Item 43- Flower Seed (See List of Items section)
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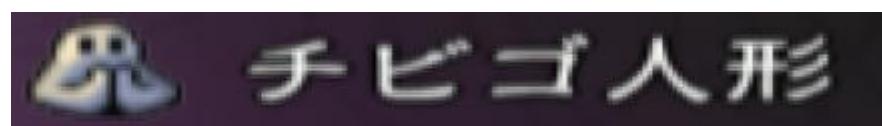
135.One-Winged Angel Statue	Increases bonus points gained when levelling up by 1, but reduces all stats by 5%	Tag Battle Reward , S/A rank Course 1 (can be done on your first run, but you will only have Ed and Al available, plus they will not have all their skills unless you get them in the Story Mode first)
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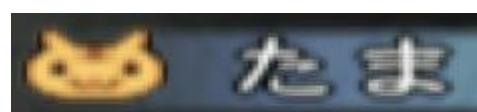
136.Ring of Lebis	Increases VIT by 30% and ALC by 20	Tag Battle Reward , S/A rank Course 2 (Can be done on your first run, but you will only have Ed and Al available, plus they will not have all their skills unless you get them in the Story Mode first)
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137.Statue of Misfortune	Prevents XP gain	In the second area of Chapter 1, talk to the Leto follower (guy in black) to get it
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138.Hand-Painted Doll	Increases all stats by 10. Give to Sophie to receive Accessory 25-Miracle Stone	In Chapter 8, in the 3rd bridge puzzle room (has a C in the name), you'll find it in the chest accessible by a floating platform in the bottom left part of the map
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139.Marble(Cat1)	Increases all stats by 1% (Al only)	After you save the little girl from the fire in Chapter 1, go back to the area she was in to find the cat
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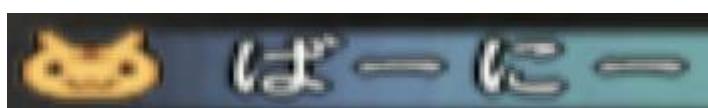
	Give to Sophie to get Accessory 56- Cow Apron	
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140.Eruudo(Cat2)	Increases all stats by 2% (Al only). Give to Sophie to get Accessory 57- Cat Apron	In Chapter 2, in the room with the switch for the elevator in Warehouse 4 (the part after you get through the sewers), there is a destructible crate in the bottom left corner of the map. Destroy it to reveal the cat. (If you want to pick it up on your first run, bring explosives or an axe/pickaxe, or simply revisit the area once you unlock Ed's Hammer (Chapter 6))
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141.Torakichi(Cat3)	Increases all stats by 3% (Al only). Give to Sophie to get Accessory 21- Sun Medal	In the last area before you get on the train in Chapter 3(the long train platform), go to the far-right area of the map with Al (don't kill all the enemies or that will put you on the train immediately)
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142.Bernie(Cat4)	Increases all stats by 4% (Al only). Give to Sophie to receive Accessory 22- Moon Medal	After you reach the top floor commander's office in Chapter 4, go to the room with a save point. There a cutscene will play where you first meet General Craigin (Redhead soldier in winter coat), after the cutscene, go back to the entrance of the floor to find the cat
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143.Estragon(Cat5)	<p>Increases all stats by 5% (Al only). Give to Sophie to receive Accessory 23- Galaxy Medal</p>	<p>Towards the end of Chapter 5, you'll reach a room with a save point and a doorway blocked by 4 pink energy beams. While looking at the blocked doorway, go to the entrance closest to it on the left, you'll be in a maze room with shooting cannons. The cat is behind a cracked wall in the bottom right part of the map (use explosives, an axe/pickaxe or come back after you unlock Ed's hammer in Chapter 6)</p>
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144.Asandora(Cat6)	<p>Increases all stats by 6% (Al only). Give to Sophie to get Accessory 41- Silver Cloak</p>	<p>In Ed's cell at the start of Chapter 6, jump up to the short ladder in the corner (Can be done either after rescuing Al and returning to the start of the level, or by simply revisiting the Chapter)</p>
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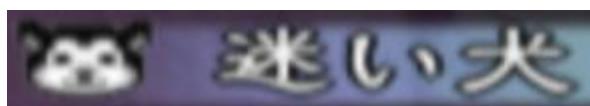
145.Marron(Cat7)	<p>Increases all stats by 7% (Al only). Give to Sophie to get Accessory 46- Silver Helmet</p>	<p>In the last area before the boss of Chapter 7 (with a 9 in the name), kill all the enemies, a cutscene will play and a save point will appear. After that, go up the staircase at the bottom of the map to find the cat</p>
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146.Susanoo(Cat8)	<p>Increases all stats by 8% (Al only) Give to Sophie to get Accessory 101- Bond of Brotherhood</p>	<p>Towards the end of Chapter 8, you will once again come to the room with a big black transmutation circle and a balcony. A cutscene will play, after it ends, return to the previous area. You will find the cat at the very end of the hallway to the left</p>
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147.Kurodias(Cat9)	<p>Increases all stats by 9% (Al only) Give to Sophie in NG+ to get Accessory 83- Glass Samurai</p>	<p>In Chapter 9, once you reach the final spiral staircase (the third one, map has three loops) before the last boss, go up and take the next exit (the one between the two loops) to enter a room you've previously been in. Switch to Al (SELECT or UP on the d-pad), tell Ed to stay put (tap R1) and look to the left. You will see two statues with a chest between them (Accessory 82- Samurai's Heart) and close to it two statues with the cat behind them. Carefully jump down and get both. Should you fall/when you're done switch to Ed and exit the area (so you don't have to go through that area again)</p>
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148.Stray Dog (Black Hayate)	<p>Increases all elemental damage done by 30% (Al only) Give to Sophie in NG+ to get Accessory 58- Dog Apron</p>	<p>NG+ only, Spawns at the very beginning of Chapter 2 in NG+</p>
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Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide



149.Lost Panda (Shao May)	Lowers all stats to 1 (Al only) Give to Sophie in NG+ to get Accessory 59- Panda Apron	NG+ only , spawns in the church once you give Sophie all 9 cats and Black Hayate (Accessories 139-148)
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Good Ending and Bonus Scenes

Firstly, let me dispel the false belief that beating the optional final boss of this game (King Bradley) unlocks the Good Ending. It does **NOT**. You do not have to beat him to get it, heck, unless you are going for 100% completion, you do **NOT** need to beat him at all. (What he does give you is 50k XP and a unique Accessory- the Black Eyepatch, plus the usual bonus points) So, knowing that, how do you get the ending? As is the norm with games like this, the answer is a bit more complicated.

The game has a hidden stat called “**Affection**”. Every time you gift Sophie an item, accessory or trigger a bonus scene, her affection goes up. The requirement for unlocking the Good Ending is getting **over 500 Affection before you start Chapter 8**. Certainly, sounds like a lot, but that’s where the **Bonus Scenes** come in. After you give Sophie certain items (see table below) a fully voiced conversation will start, ending with a piece of unique artwork depicting the event (the 6 artworks are required for getting the item I59.Completion Certificate (Gold)). There are **6 scenes**, and **each** gives you **+50** Affection (plus a few points from the required items), which totals out at a whopping **332**. In addition to that, certain items and accessories give **+10** and **+5** Affection when gifted (see tables below). If you add up the points from those available before the deadline, we get **210**. So, just from the Bonus Scenes and the most affection boosting items we get **542**, well over the minimum. And that’s not even taking into account the rest of the Items and accessories, all of which give at least **+1**(sometimes **+2**) Affection. It turns out that, surprisingly, you can get the Good Ending in your first playthrough (without ever starting NG+) and you don’t even need that many items to begin with.

Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

Below I prepared tables detailing the items and accessories (with the Chapters you find them in):

- 1.Needed for Bonus Scenes
- 2.That give +10 Affection and
- 3.That give +5 Affection

All tables include Affection totals. Further info on the listed items and accessories (like their stats and where to actually find them) can be found in the List of items and List of Accessories sections of this guide. Note: All items and Accessories unlisted in the tables below give a minimum of +1 Affection (sometimes +2).

Scene	Items Required	Affection Gained
1	I37.Polishing Oil (Chapters 2,6,8)	+51
2	I23.Beef(Cheap) (Chapter 2 onwards) I26.Milk (Chapter 2 onwards) I27.Onion (Chapters 2,3,4) I28.Potato (Chapters 2,3,4,5) I29.Carrot (Chapters 2,3,4,5)	+62
3	I39.Laundry Soap (Chapter 3)	+52
4	I38.Broken Camera (Chapter 3)	+51
5	I30.Egg (Chapters 3,9) I31.Flour (Chapters 5,6,7,8) I32.Strawberry (Chapters 6,7,8)	+59
6	I40.Body Soap (Chapter 2) I41.Bath Towel (Chapter 6)	+57
	Total Affection Gained from Bonus Scenes and related items	+332

Items and Accessories that give +10 Affection	Chapter
I19.Multi Tonic(L)	9(Giftable only in NG+)
I42.Music Box	7
I43.Flower Seed	5
I62.CD	4
A66.Heart Pendant	4
A67.Star Pendant	8
A68.String Anklet	3

Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

A69.Silver Anklet	8
A70.Cute Ribbon	5
A71.Rainbow Ribbon	8
A72.Flower Brooch	4
A73.Crystal Brooch	8
A139.Marble(Cat1)	1
A140.Eruudo(Cat2)	2
A141.Torakichi(Cat3)	3
A142.Bernie(Cat4)	4
A143.Estragon(Cat5)	5
A144.Asandora(Cat 6)	6
A145.Marron(Cat7)	7
A146.Susanoo(Cat8)	8
A147.Kurodias(Cat9)	9(Giftable only in NG+)
A148.StrayDog (Black Hayate)	2(NG+)
A149.Lost Panda (Shao May)	Church (NG+)
Total Affection for +10 category before Chapter 8 / with Chapters 8,9 and NG+	140 / 230

Items and Accessories that give +5 Affection (not counting items related to Bonus Scenes)	Chapter
I4.Full Recovery Elixir	9(Giftable only in NG+)
I7.Health Tonic(L)	8
I10.Attack Tonic(L)	8
I13.Defense tonic(L)	8
I16.Alchemy Tonic(L)	8
I18.Multi Tonic(M)	8
I24.Beef(Expensive)	6
I34.Cat Food	3
I35.Dried Sardines	3
I36.Candy	1
A2.Gold Ring	5
A3.Fullmetal Ring	7
A4.Ring of Blades	9(Giftable only in NG+)
A7.Gold Bangle	4
A8.Fullmetal Bangle	7
A9.Bangle of Blades	9(Giftable only in NG+)

Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

A12.Gold Bracelet	4
A13.Fullmetal Bracelet	7
A14.Bracelet of Blades	9(Giftable only in NG+)
A17.Gold Earring	1
A18.Fullmetal Earring	7
A19.Earring of Blades	9(Giftable only in NG+)
A110.Simple Earrings	2(NG+)
A113.Pretty Boots	4
A114.Red Jacket	8
A116.Sacred Ankh	9(Giftable only in NG+)
A130.Pointed Hat	4
A138.Hand-Painted Doll	8
Total Affection from +5 Category before Chapter 8 / with Chapters 8,9 and NG+	70 / 140

Sophie's sprite on the gifting menu will gradually change to happier ones as Affection builds. This might be the only in-game indicator of passing the Good Ending requirement, but I'm not 100% sure as the official guide doesn't mention it. Just to be sure, here is the last sprite she has. (I unlocked it around 26% (around the time I finished getting all the Bonus Scenes), and since then it didn't change even at 100% completion)





Bonus Art Crystals Guide

Once you beat the game, save, and load the completed save file, New Game Plus begins. From the second playthrough onwards, new items and accessories will be available, you can get stuff you missed on your first playthrough (and most items and accessories in general), you can unlock new stages in Tag Battle Mode and new characters to play them with, etc. But the first change the game shows you are the Bonus Art Crystals (coloured purple). There are 65 of these throughout the game and they each unlock a unique piece of bonus art in the gallery (accessible from the main menu). You can check the number of crystals collected in the Items menu (first menu on the pause screen), the item will be a gold orb and the number next to it is your current total. You need to collect all of these (plus the 6 Bonus Scenes artworks (see previous section)) to get item I59.Completion Certificate (Gold).

Since an image is worth a thousand words, I chose to simply copy the official guide's pages detailing where to find the crystals. They feature good images and understanding Japanese is not required (It is useful to know that the black bar on the left represents what chapter the crystals belong to).

Before you go collecting however, **I will warn you that some crystals are MISSABLE.** Most crystals can be collected either the first time you complete a chapter, or when you replay it. **At least 4 are confirmed to be missable.** They **all appear during Boss Fights** and if you don't get them, they will not be there when you replay the level. The first of them, **Crystal 43 (crab tank boss arena in Chapter 7)**, appears during the second boss fight with the Crab Tank (the one where you run away from it with only Ed). This area is only accessible during the boss fight, so picking it up right away is the only option.

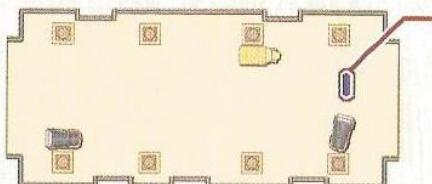
Fullmetal Alchemist 3: All Items, Accessories, Crystals & Good Ending Guide

The other three are all in **Chapter 9: Crystal 57 (Janice boss arena)** (first boss, the flying girl), **Crystal 60 (Zelgius boss arena)** (second boss, shirtless fire dude) and **Crystal 65 (True form Velza boss arena)** (the big last mandatory boss of the game). You CAN revisit these locations, but the crystals will just not be there, because reasons. Therefore, save yourself another full playthrough and pick up everything right away. (Although, if you are going for 100%, you will at least have to finish the first two levels again after you collect everything on your second playthrough, as you can't gift Sophie items after beating Chapter 8, and the option only becomes available again after the second Chapter on the next playthrough) Just in case, I marked the missable crystals on the scans.

Sorry in advance for slight distortions, the official guide is relatively thick and I didn't want to damage it too much during scanning, but rest assured, all important information is intact.

第1章 ヴァルドラ陥落

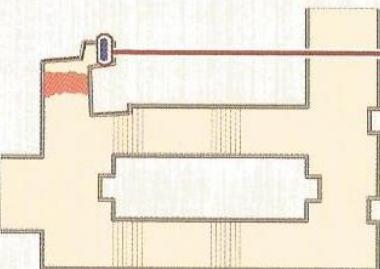
1個目 : FILE 32 ヴァルドラ・大通り



入手方法

エリア開拓点から少し進んだ場所に譲り合っており見つけやすい。以後必要なマテリアルはつけてずらいので配置されているので注意。

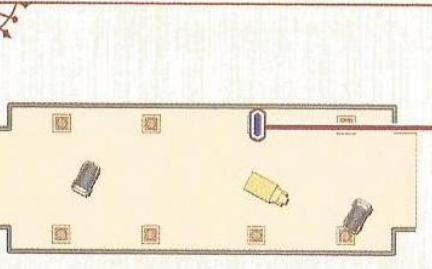
2個目 : FILE 33 ヴァルドラ・4番街



入手方法

エリアマップ上の炎が燃盛る袋小路にある宝箱の上に配置されている。エドは真手前で待機している。アルの石柱ジャンプで取ろう。

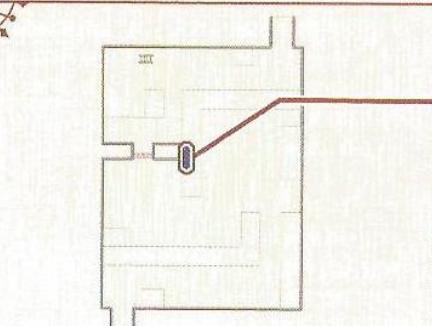
3個目 : FILE 60 ヴァルドラ・8番街



入手方法

エリアマップ側、入口から目の木の裏に隠されている。葉がかぶせており、やや見づらい。真下から石柱ジャンプなどで取ろう。

4個目 : FILE 34 1号倉庫



入手方法

高い階層に配置されている。ハシゴを登り、ジャンプ台を練成して、マテリアルのある場所へ飛び移ろう。協力ジャンプや石柱ジャンプでも飛び移れる。

第2章 氷の守護者

事の草紙の手書き

5個目 : FILE 61 2号倉庫

入手方法

リフトの軌道上に配置されている。まずはリフトを起動し、軌道中央の宝箱がある足場に飛び移ろう。足場の角からエドの壁鍊成ジャンプでゲットだ。

6個目 : FILE 48 3号倉庫

入手方法

上空に配置されており、下からも右スティックで位置が確認可能。鉄骨の真ん中から、アルの石柱ジャンプを使用することで、取ることができる。

7個目 : FILE 69 地下水路・入口

入手方法

宝箱の真上に配置されているが、協力ジャンプなどで簡単に取れる。先に進むためには必ず通ることになるので、ついでに取っておくように。

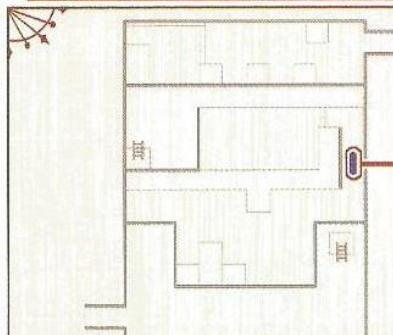
8個目 : FILE 77 4号倉庫

入手方法

まず地下水路を抜けて、リフトを起動させておく。エリアマップ右上の宝箱のある場所に着いたら、エドのジャンプで取るのが最も簡単だ。

第2章 氷の守護者

■ 9個目 ■ FILE 42 5号倉庫

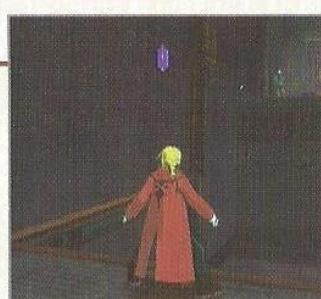
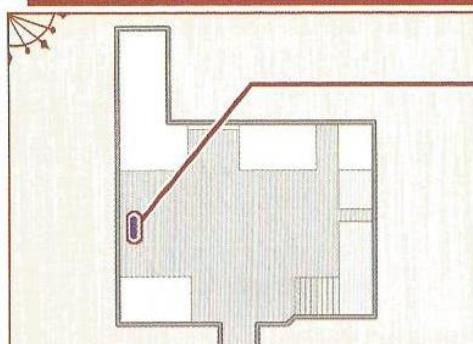


入手方法

漏電の火薬が散っている番号ポイントの、ちょうど真ん中上壁に置かれています。アルで配置位置の真下まで行ったら、石柱ジャンプで取ろう。

第3章 地を裂く獣

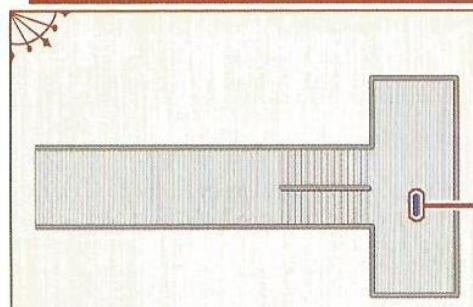
■ 10個目 ■ FILE 62 東口 制御室



入手方法

まずは入り口脇の、重箱にある高台へ面向きジャンプで壁面の細い隙間を渡り、鉄骨車よりやや進んだところで真上ジャンプしよ。

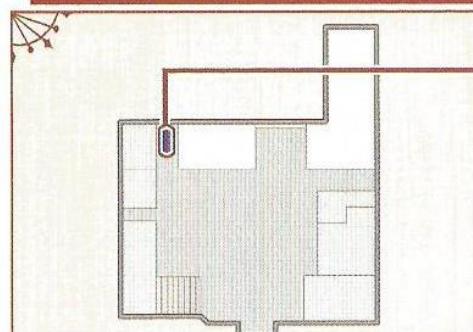
■ 12個目 ■ FILE 91 地下鉄駅・閉鎖区画



入手方法

閉鎖区画にて、正面の地図にある。ほか2周目では重箱最初からハンマーを使えるので、口をふさいでガレキを壊せる。

■ 11個目 ■ FILE 51 西口 制御室

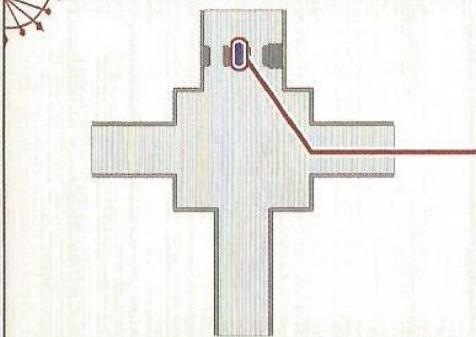


入手方法

入口か自販機左奥にあればと足場の間に隠れるよう立つんと置いてる。地面に位置にあれば入手する箇所しかない。

第3章 地下鉄駅

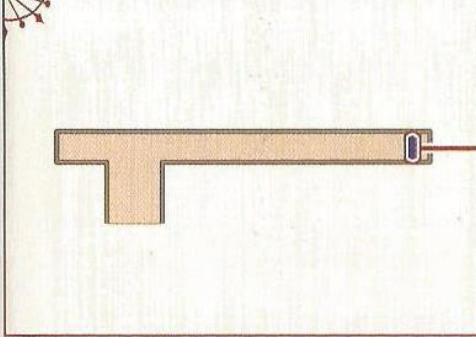
13個目: FILE 35 地下鉄駅・改札口




入手方法

柵の向こう側にあり、まずは東口および西口の制御室で、スイッチを操作しなければならない。ストーリー攻略の順番に進めば、取れるようになっている。

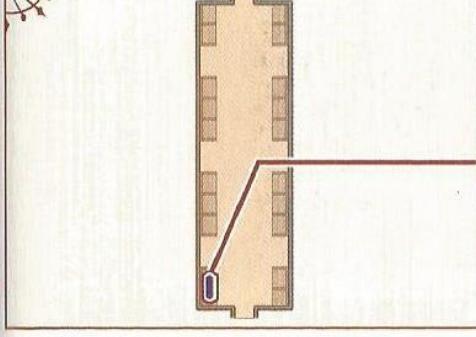
14個目: FILE 63 プラットホーム




入手方法

エリアマップ右端に落ちている。徒歩で取れるが敵をすべて倒すとストーリーが強制的に進行してしまうので、戦闘が始まったら、すぐ取りにいこう。

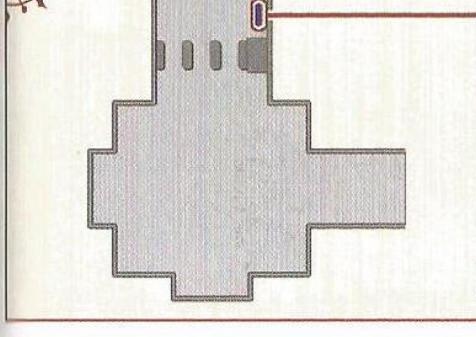
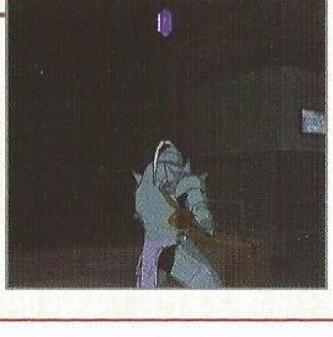
15個目: FILE 72 地下鉄・第3車両




入手方法

入口脇の網棚の上に配置されている。通常ジャンプではギリギリ届かないでの、石柱ジャンプでキャラを網棚にこすりつけるようにして取ろう。

16個目: FILE 81 到着駅・改札口

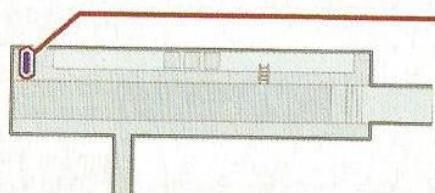



入手方法

入口すぐ脇の、宝箱の上空に配置されているが、かなり見落としやすい。敵をすべて倒したあとで、落ち着いて石柱ジャンプなどで取ろう。

第4章 炼獄の野望

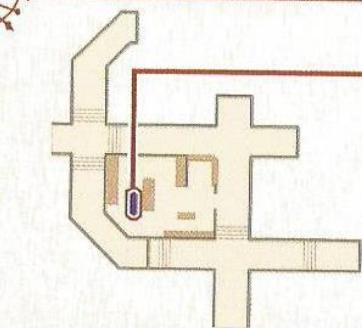
17個目 FILE 44 下水道・中央部



入手方法

王ドモ
通路を飛行
電箱の端が自
由に移動する
ジヤンブと取れ
敵を倒すと、隠
おくとも安心だ

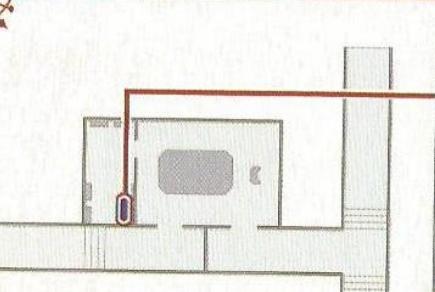
18個目 FILE 56 司令部1F・Aブロック



入手方法

棚の上に置か
れた魔晄炉が走
る。炎の中に置か
れて炎の中を走
る。非常に危険
な操作。魔晄炉を
持機きで炎の中を
走り込んで魔晄炉

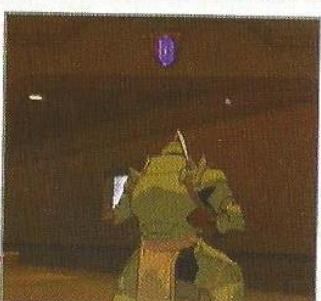
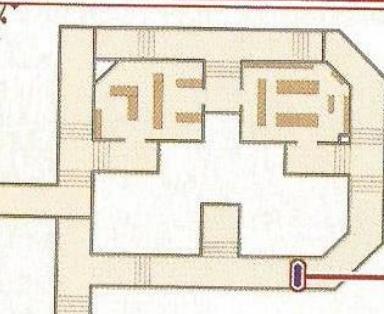
19個目 FILE 36 司令部1F・作戦室



入手方法

魔晄炉が街の
最奥の、未開拓
に配置される。真
下が自由に走
れる。魔晄炉の看
板で、難易度を
高めることができる

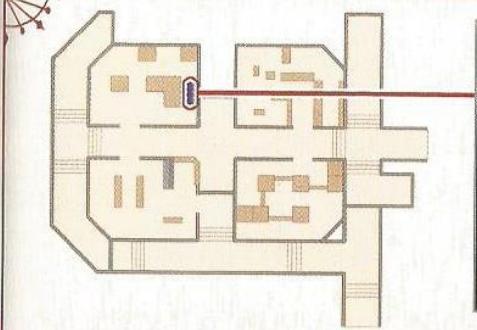
20個目 FILE 45 司令部2F



入手方法

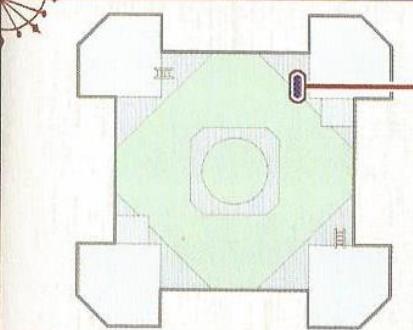
入口が曲がある
が、背後を走
るため気を
くいが、自
然に魔晄炉
を戻ると、上
に魔晄炉の看
板で取れる

21個目
FILE 74 司令部4F


入手方法

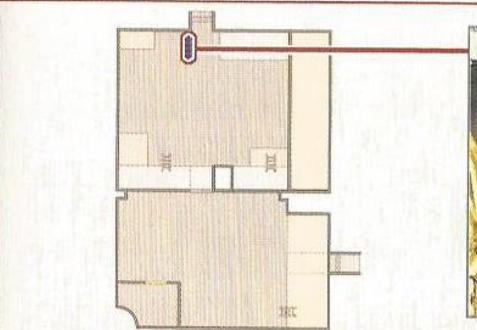
4つある部屋のうち、マップ左上の部屋にある。上空にあるため、アルの石柱ジャンプを使うといい。部屋には敵が多いので、まず敵全滅を狙おう。

22個目
FILE 79 司令部・屋上


入手方法

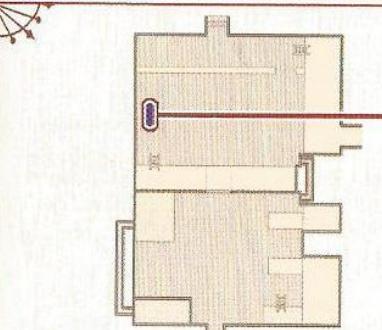
ジャニスとの戦闘中に取れば手間がはぶける。木箱をジャンプ台に練成して高台に登ろう。アルならば通常のジャンプで簡単に取れる。

23個目
FILE 38 古城・入口


入手方法

最奥の扉の上空にある。アルでハシゴを登り、扉を開けるスイッチ付近から石柱ジャンプ。必ず通る場所なので、ついでに取っておくようにしたい。

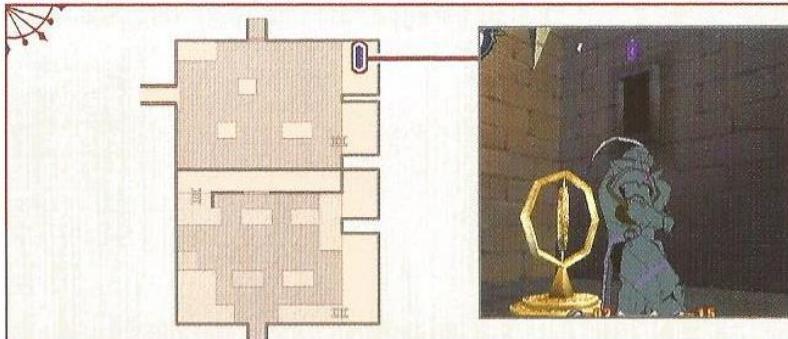
24個目
FILE 82 古城・外郭エリア南


入手方法

ハシゴを登った先、宝箱が置いている壁の上空にある。アルの石柱ジャンプが、一番簡単に取れる。道が細いので、落ちないように気をつけて進もう。

第5章 復活の鼓動

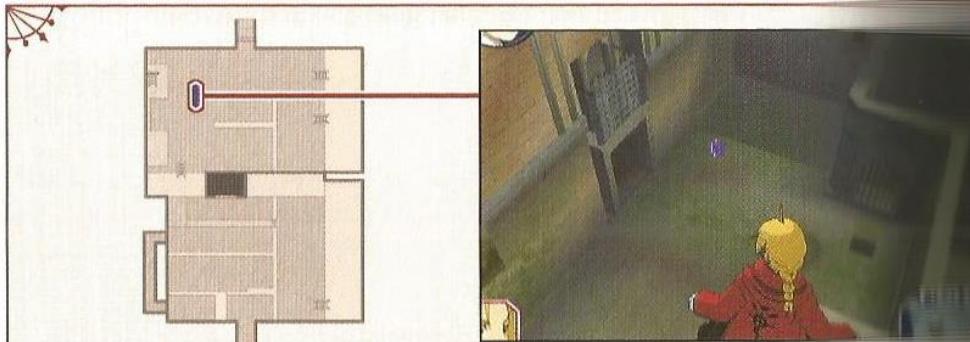
25個目 FILE 89 古城・外郭エリア東



入手方法

扉を開ける直上にある。アルミットを飛り、ジャンプを取るといい。リフトがあるときは飛行の長い、看板ジャンプで渡さ。

26個目 FILE 52 古城・外郭エリア北



入手方法

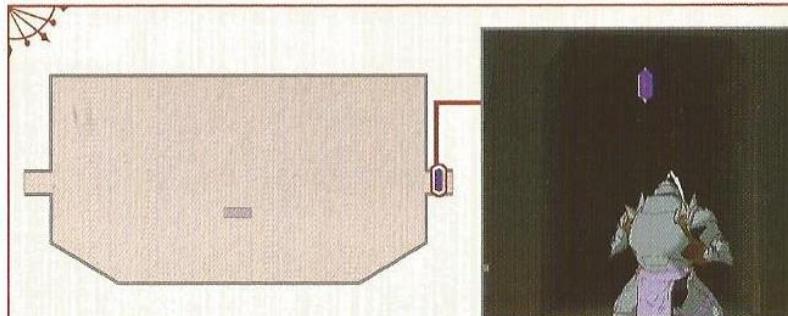
出口付近のはるか上空に配置されている。まずは壁から噴き出る炎を受けないよう、慎重に上層を目指そう。写真1の扉を開けるスイッチ裏のハシゴから上へ登ると4基の炎を噴き出す壁がある。ここを越えた、次の突き出し部分がジャンプ地点となる。

写真2の位置にエドで壁を鍊成し、壁の上に乗ったあと、右スティックで、画像マテリアルをエドの正面に捉えて、ジャンプで飛び降りれば取ることができます。失敗すると最下層からやり直しなので、焦らず慎重に。

入手までの手順



27個目 FILE 43 城内・バルコニー

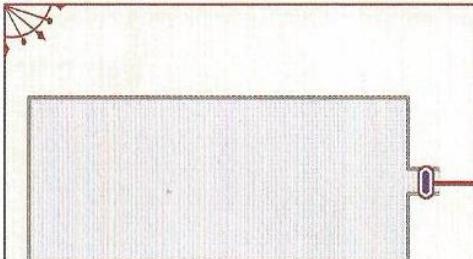


入手方法

入門直前に配置されたため、直後に跳びこむ。バルコニーの通路を進むと、自ら取ることできる。取り扱いには注意。

第5章 活の鼓動

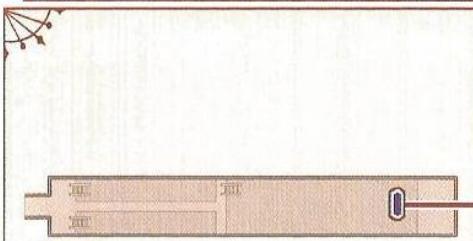
[28個目] FILE 49 第一封の間



入手方法

入口付近に配置されている。協力ジャンプやアルの石柱ジャンプで取れる。敵や鉄球の邪魔が入ると厄介なので、まずは敵を全滅させてから。

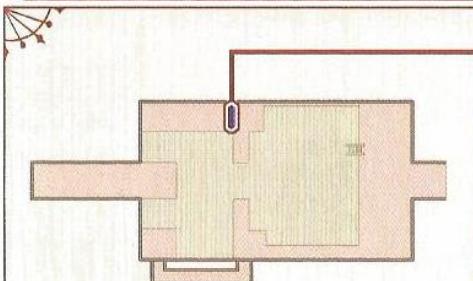
[29個目] FILE 57 第二封の間



入手方法

リフトの軌道の上空に配置されている。まずは、四門の砲台をスイッチを押して封じ込めよう。アルならリフト上から通常ジャンプするだけで取れる。

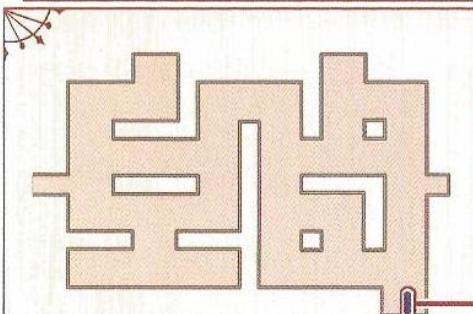
[30個目] FILE 78 第三封の間



入手方法

炎を噴き出す壁の真上に配置されており、エドには取ることができない。アルで炎の中に突っ込み、真下からの石柱ジャンプで取ろう。

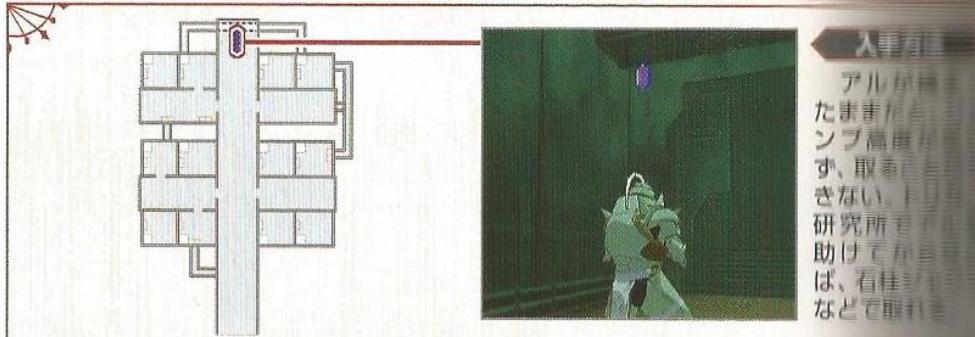
[31個目] FILE 93 第四封の間



入手方法

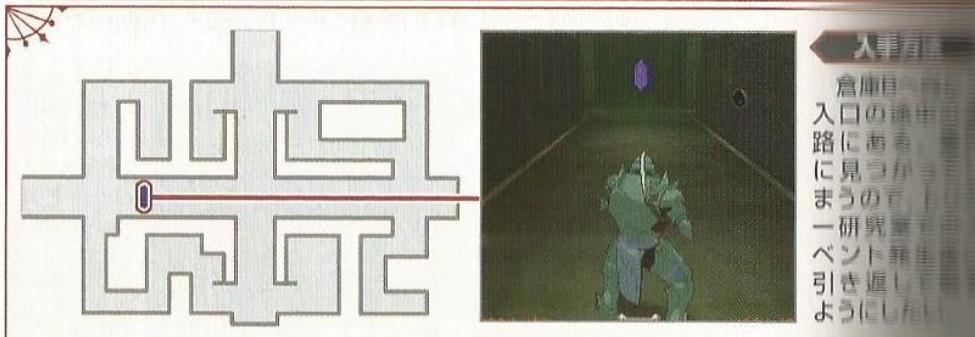
エリアマップでは確認できない隠し部屋に配置されている。マップ右下の壁に亀裂があるので、ハンマーや地雷などで壁を壊すと取れるようになる。

32個目: FILE 83 司令部・牢獄



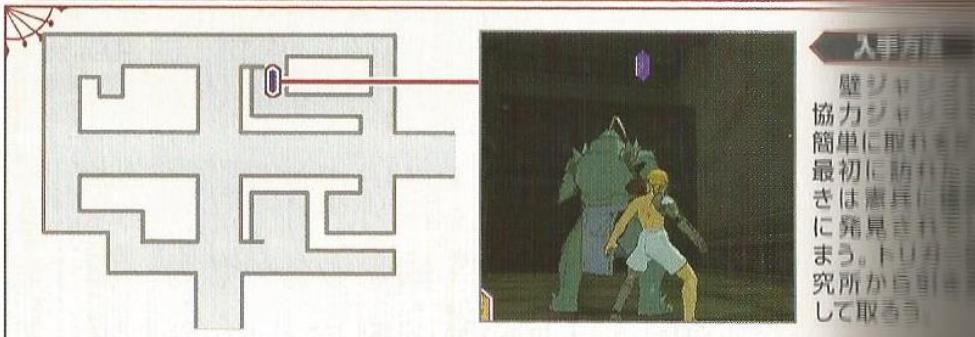
入り方
アルが捕ま
たままがと
ンブ高層に
ず、取る
きない。ト
研究所を
助けてか
ば、看護士
などで眠れ

33個目: FILE 85 司令部・倉庫A



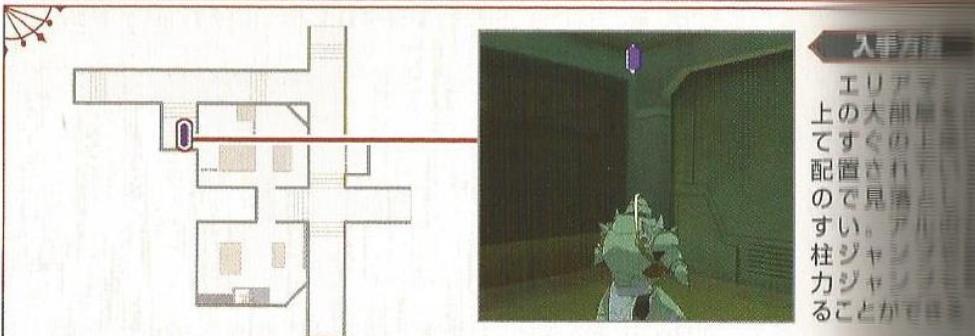
入り方
倉庫Aの内
入口の通し
路にあり
に見つか
まうので、
一研究室で
ベント通
引き返して
ようにして

34個目: FILE 87 司令部・倉庫B



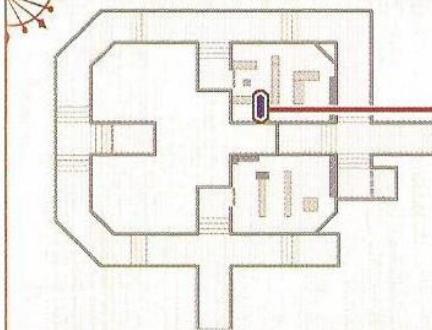
入り方
壁ジキ
協力ジャ
簡単に取れ
最初に詰
きは素早
に発見され
まう。トリ
究所から引
して取れ

35個目: FILE 64 司令部3F



入り方
エリアス
上の大部屋
てすぐの上
配置され
ので見落
すい。アル
柱ジャ
力ジャ
ることがで

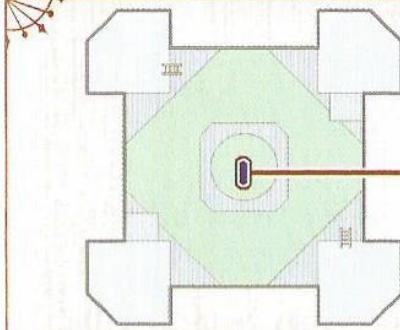
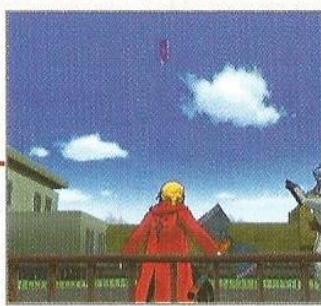
36個目: FILE 66 司令部4F・Bブロック




入手方法

エリアマップ上の大部屋の上空にある。高所にあるが、協力ジャンプで画像マテリアル近くの棚に登り、そこから通常ジャンプで取ることができる。

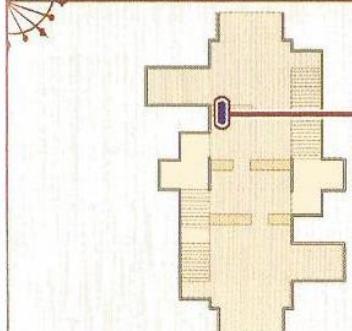
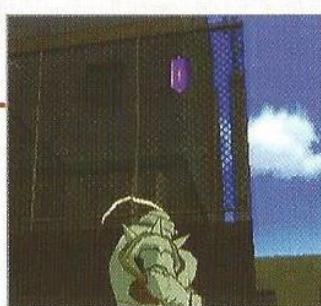
37個目: FILE 37 司令部・屋上

入手方法

マップ中央、エレベーターのちょうど真ん中上空に配置されている。敵がないため、石柱ジャンプや協力ジャンプで簡単に取ることができる。

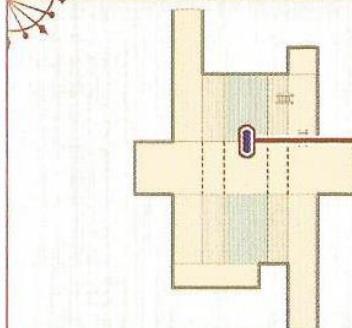
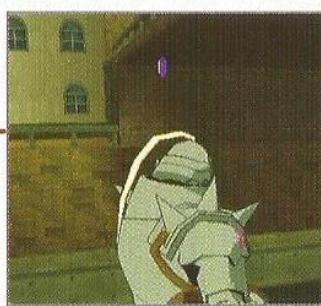
38個目: FILE 67 市街・西 2番地

入手方法

マップ奥にある土のうの上空に配置されている。土のうの上にアルの石柱ジャンプで登り、再び石柱ジャンプで画像マテリアルを取ろう。

39個目: FILE 55 市街・西 4番地

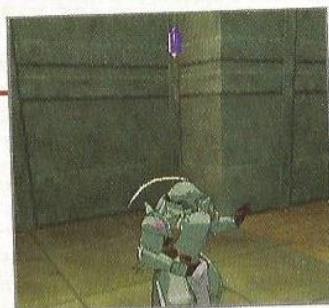
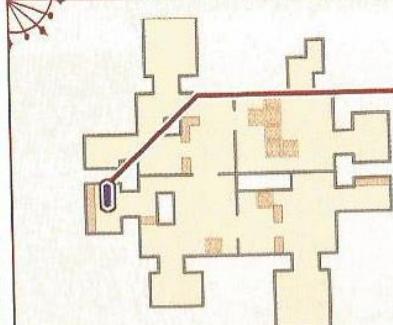



入手方法

橋の下、ちょうど中央あたりにある。橋の上まで登ったら、画像マテリアルの真正上から飛び降り、方向キーで落下方向を微調整することで取れる。

第7章
強行突破

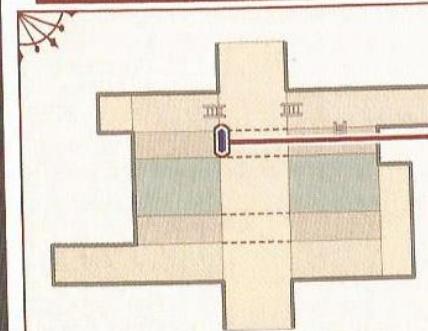
40個目: FILE 65 物資置き場B



入手方法

エリアマップ左側の扉を壊した奥にある。屋の入口カド上空にあり、通常ジャンプ以外ジャンプなら、それでも取れる事ができる。

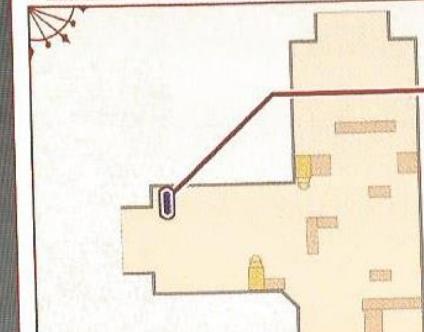
41個目: FILE 54 市街・西 6番地



入手方法

3台並ぶ戦車中うち、エリアマップ左側の黒い戦車の後ろに直角P160を参開して、すべての敵を倒してからマテリアルを取るのが上策だ。

42個目: FILE 53 市街・西 8番地



入手方法

入口すぐ、エリアマップのカドに直角二本のバイブルが挟まれるよう配置されているが、簡単に見付かるはず。ジャンプで取ることができ。

43個目: FILE 68 ヴァルドラ環状通り

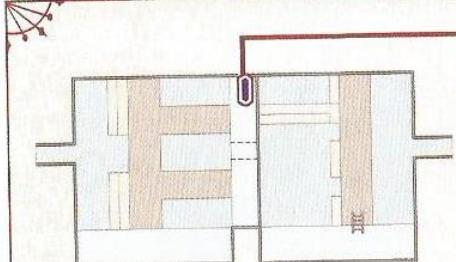


入手方法

ヴィーナンク2号との間にのみ入手可能。戦闘開始から1つ目の橋の下にある敵が橋に激突してダウンしてスキに取れる。

第8章
神を継ぐ少女

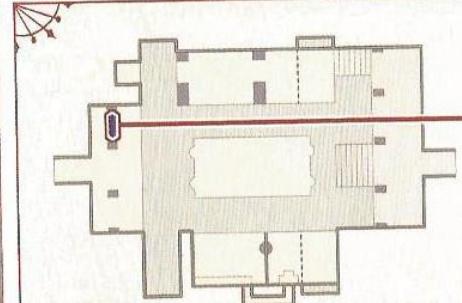
44個目: FILE 92 古城・外郭エリア南



入手方法

エリアマップ左側のハシゴを登り、道なりに進んでいくと上空にあるのを見ることができる。壁跳成ジャンプか石柱ジャンプで簡単に取れる。

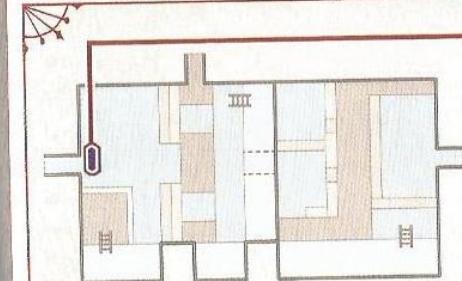
45個目: FILE 90 仕掛け部屋A



入手方法

出口すぐ近くの、橋をかけるためのレバーの後ろに配置されている。この部屋の仕掛けをすべて発動させ、部屋から出るときに、忘れずに取ろう。

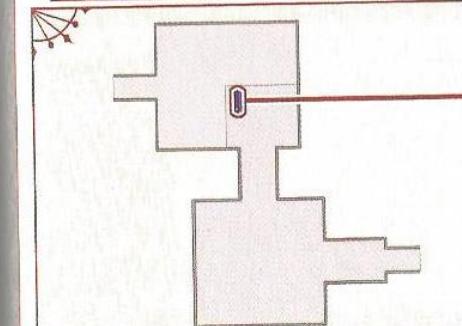
46個目: FILE 88 古城・外郭エリア西



入手方法

出口の真上、上空に配置。エリアマップ左下の橋の下に、エドでほふく通路から城の上へ。細い壁の上から、通常ジャンプで取ることができる。

47個目: FILE 58 貯蔵室A

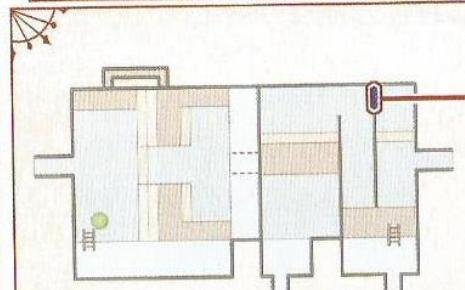


入手方法

出口のある部屋に落ちているため、見落としません。敵が多いので、画像マテリアルを取ったら部屋から脱出してもかまわない。

第8章
神を継ぐ少女

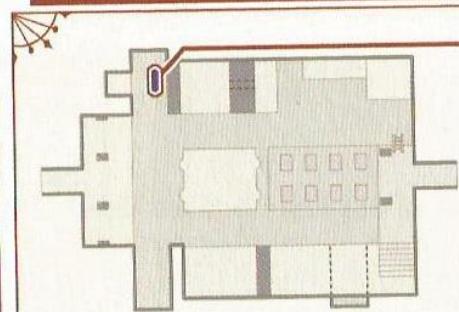
48個目: FILE 86 古城・外郭エリア北



入手方法

エリアマップ上の、細く高い壁の上にある。ここでエリアマップ下のハシゴを使り、壁ジャンプで細く高い壁間に飛び移り、壇場に取るよう。

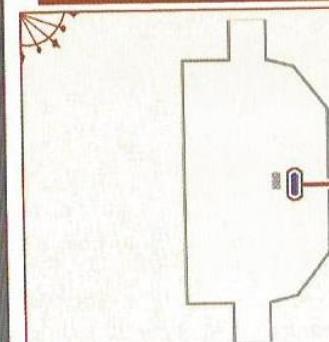
49個目: FILE 84 仕掛け部屋B



入手方法

出口付近に置かれる橋の真上に配置。橋に足を踏み入れてが自身橋が割れてしまう若干の間があるので、その間にアルの石柱ジャンプで取る。

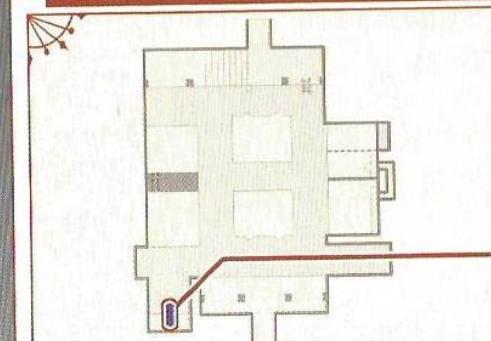
50個目: FILE 73 城内・バルコニー



入手方法

エリアマップほぼ中央の、看板の裏に配置している。イベント終了地帯から、振り向くとつかるはずで普通に歩いて取ることが可能。

51個目: FILE 94 仕掛け部屋C

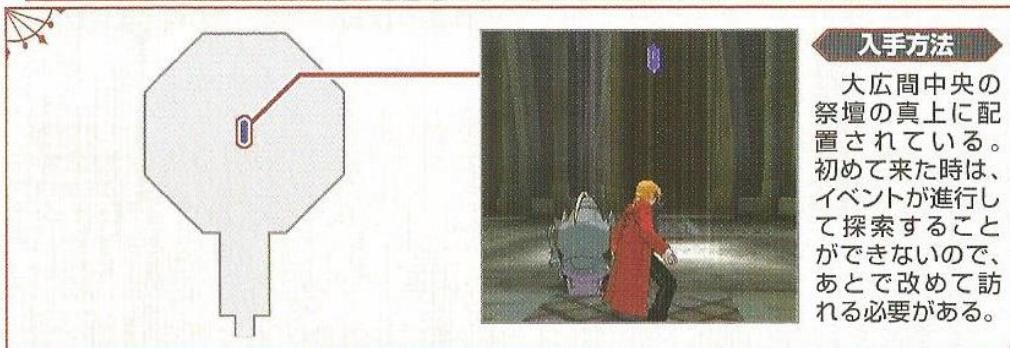


入手方法

リフトで渡った先の宝箱の中にある。戸口で紹介しているクリア手順のまでを参考にルを移動させ、石柱ジャンプを使って取る。

第8章 神を繼ぐ少女

52個目】FILE 96 ヴェルザの間

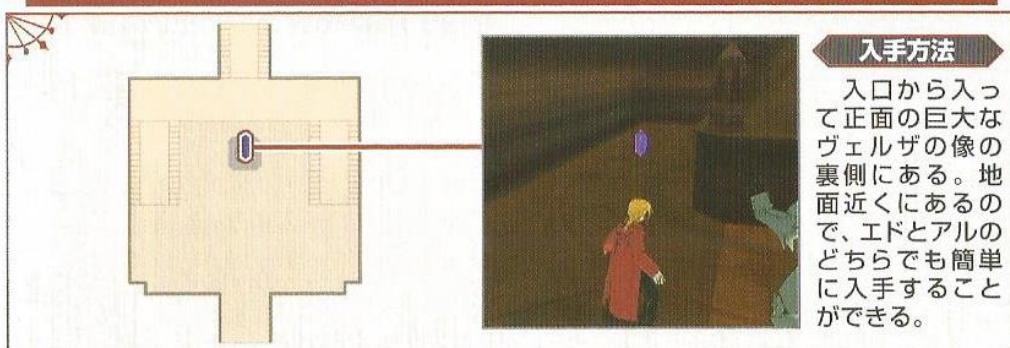


入手方法

大広間中央の祭壇の真上に配置されている。初めて来た時は、イベントが進行して探索することができないので、あとで改めて訪れる必要がある。

第9章 最後の戦い

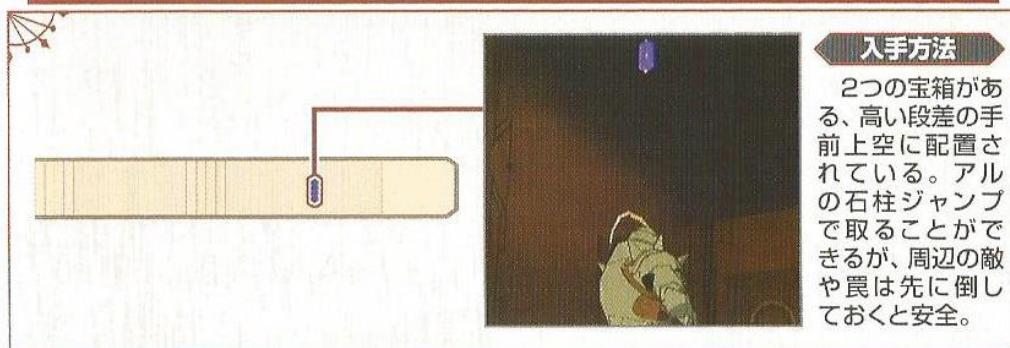
53個目】FILE 39 ヴェルザ神殿・入口



入手方法

入口から入って正面の巨大なヴェルザの像の裏側にある。地面近くにあるので、エドとアルのどちらでも簡単に入手することができる。

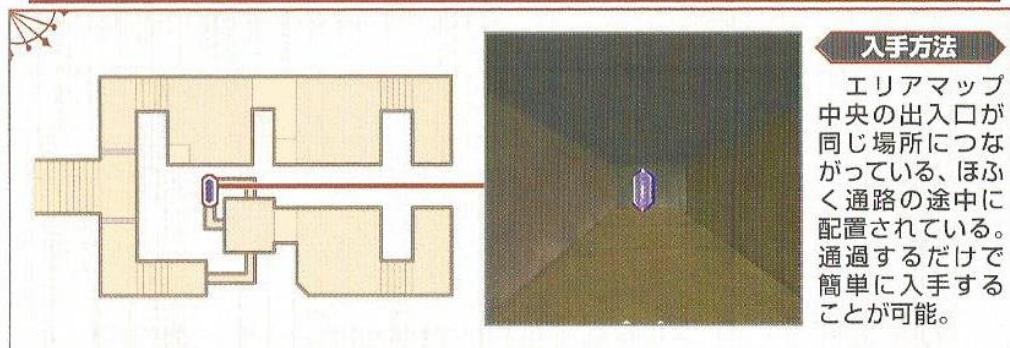
54個目】FILE 40 第1層・通路C



入手方法

2つの宝箱がある、高い段差の手前上空に配置されている。アルの石柱ジャンプで取ることができが、周辺の敵や罠は先に倒しておくと安全。

55個目】FILE 50 腸の間

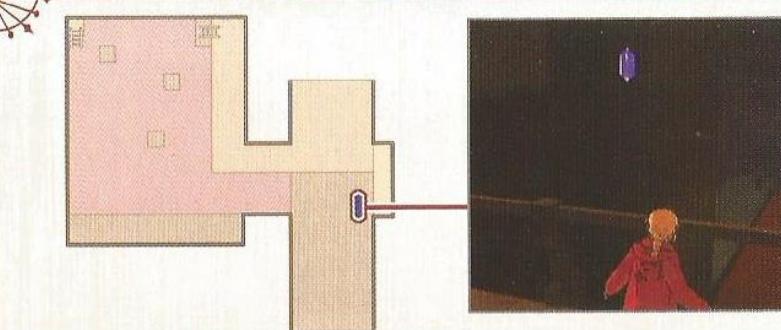


入手方法

エリアマップ中央の出入口が同じ場所につながっている、ほふく通路の途中に配置されている。通過するだけで簡単に入手することが可能。

第9章 最後の戦い

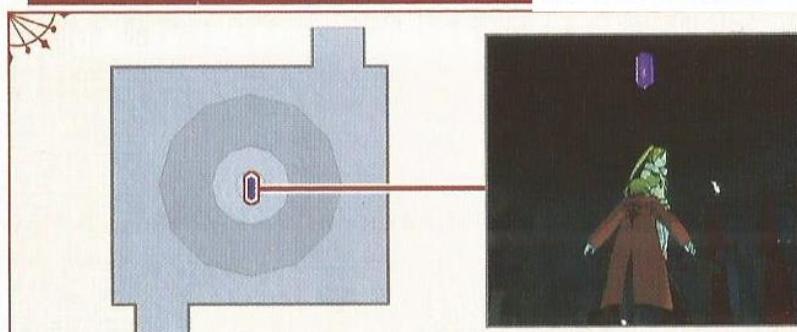
56個目 FILE 46 腎臓の間



入手方法
入口付近の空にある。ま
はアルで、出入口の木箱をジヤ
ブ台に鍊成し、エドでジヤ
台を使い高台登り、壁ジヤ
で取るよう。

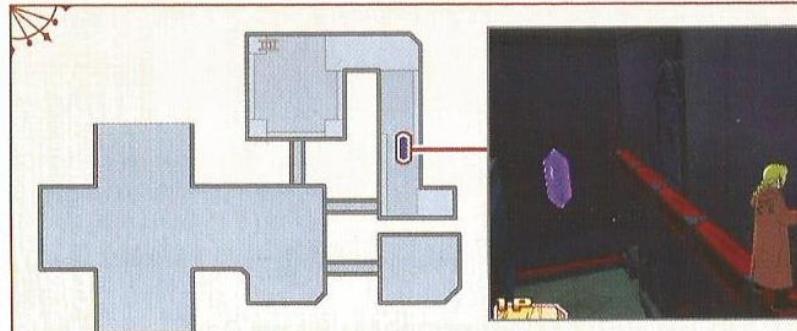
57個目 FILE 80 肺臓の間

MISSABLE



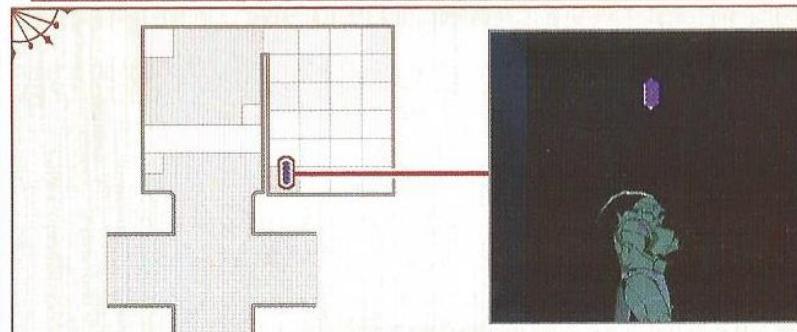
入手方法
ジャニスをすと後戻りでくくなるので、中に取る必要ある。ちょうどジャニスの停止位置に配置されているので、戻りついでに取る。

58個目 FILE 75 肝臓の間



入手方法
エドで左右の鐵骨を飛ばして進む通路。中央上空にあ
2本目の鐵骨の中に画像マテ
ルが見えるので位置を合わ
ジャンプしよう。

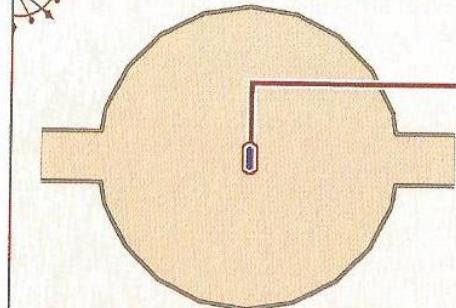
59個目 FILE 47 胃の間



入手方法
扉を開け、イッヂ付近に置。スイッチをしてから、右側
ジャンプで画像マテ
リアル側の台に飛び、そ
から石柱ジヤ
で取るよう。

第9章 最後の戦い

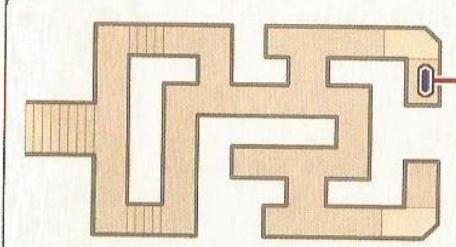
:60個目: FILE 70 心臓の間 MISSABLE




入手方法

マップ中央にある。ゼルギウスとのバトルが終了すると戻りできなくなるので、バトル中に取らなければならない。アルの通常ジャンプで取れる。

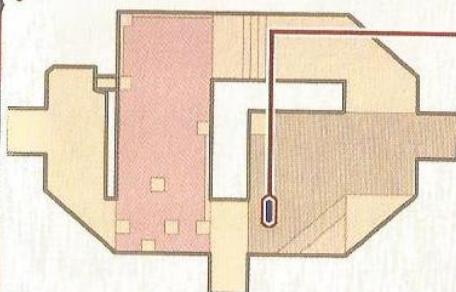
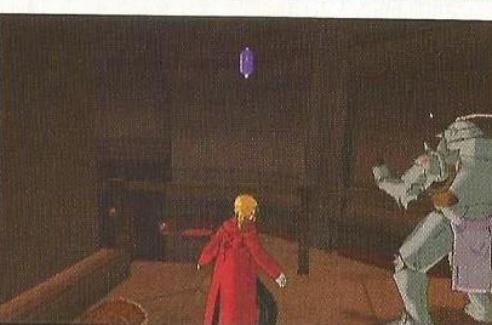
:61個目: FILE 76 脾臓の間




入手方法

入口上空に配置されている。このエリアへ落とされたときに、一瞬だけ間近に見えるので、発見は容易。アルの石柱ジャンプで取ろう。

:62個目: FILE 95 脊髄の間A

入手方法

脾臓の間からつながる入口から入っても、画像マテリアルを取ることはできない。一度、脊髄の間Aの扉を開けて螺旋回廊Bまで進んでから、写真①の脊髄の間Aへの入口から入ろう。すぐに画像マテリアルが上空に見つかるはずだ。写真②の位置に壁を作り、そこからジャンプして取ろう。このとき、写真③のようにアルを入口付近に待機させておこう。成功、失敗に関わらず、アルに操作を切り替えて螺旋回廊Bに移動させれば、下まで落ちたエドと一緒に移動するので遠回りせずにすむ。

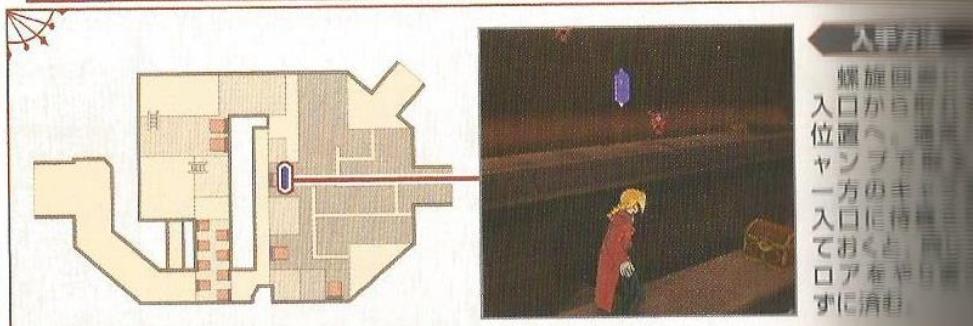
入手までの手順

1	2
3	

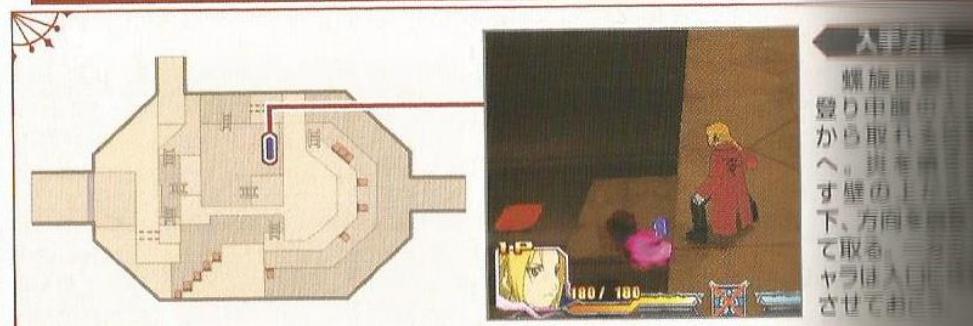
1 脊髄の間Aへのもう1つの入口
2 画像マテリアルの正面に壁を練成
3 アルを待機させておけば戻るのが楽になる

第9章
最後の戦い

63個目：FILE 59 脊髄の間B



64個目：FILE 41 脊髄の間C



62個目：File 71 ヴェルザの脳蓋 **MISSABLE**



入手方法

ヴェルザとの戦闘中のみ入手できる。まずは写真①のように、エリアマップ左上の高台に位置する足場にアルを操作して乗る。次に写真②のように片足が完全にはみ出るまで前進させ、マテリアルが正面にくるよう視点を動かしてから石柱ジャンプすればギリギリ手が届く。また、写真③のように、スキル鍊成ウィンドウを開いている間は左スティックを倒しても移動しないのを利用して、前もって左スティックを倒しておくと、跳ぶ方向をズラさず最大限に跳躍できる。

入手までの手順





Getting 100% Completion

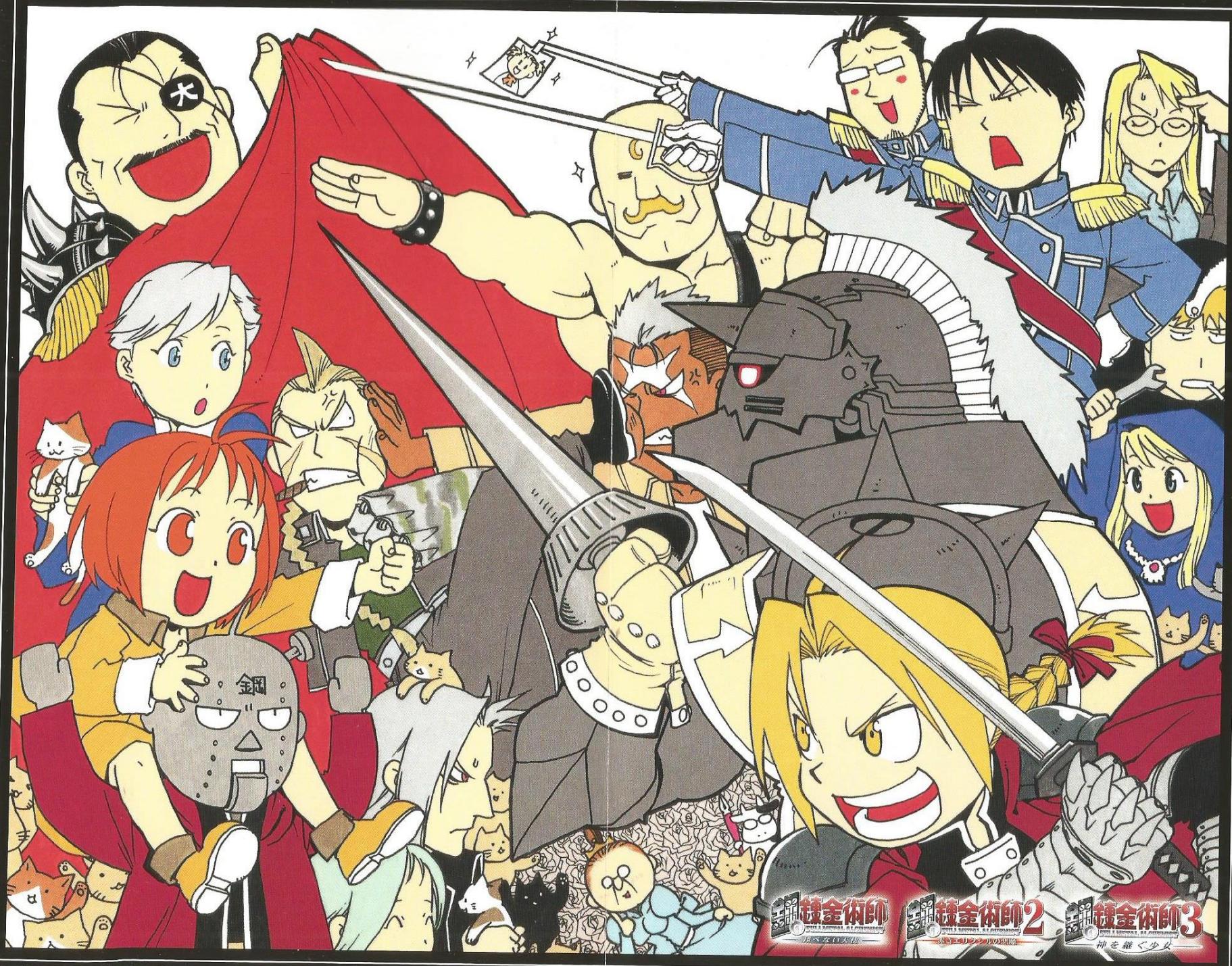
To get 100% completion in this game you will have to do:

- at least 2 full playthroughs (first run to collect and gift normal stuff (up to Chapter 8), second run to get and gift NG+ exclusive stuff (Chapter 8,9 normal stuff, up to Chapter 8 NG+ stuff))
- beat all bosses with an S/A rank at least once, King Bradley at least rank D
- beat all Tag Battle mode courses at least once (1-4 require S/A rank, 5 at least rank D)
- trigger all bonus scenes and unlock the good ending cutscene
- collect all Bonus Art Crystals
- start a third playthrough and beat the first two chapters, so that you can gift Sophie the rest of the items (NG+ Chapter 8,9 stuff, Completion Certificates for collecting all bonus art and cutscenes)

All in all, this should take you 35-ish hours. Happy Hunting!

P.S. I have also compiled screenshots of all of the Sophie gifting conversations. They are untranslated, but they're there if you're interested.
https://drive.google.com/file/d/1C0Y1iX4rA9PLCy6DDs_WZp7v8gv52la7/view?usp=sharing

Also, please enjoy the poster that came with the official guide.



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